WonderSwan
DIGITAL
DIGIMON
MONSTERS
Manufactured by
BANDAI CO., LTD.
ROOM 2302, 23/F, UNITED CENTRE,
95 QUEENSWAY, HONG KONG.
BAN
DAI
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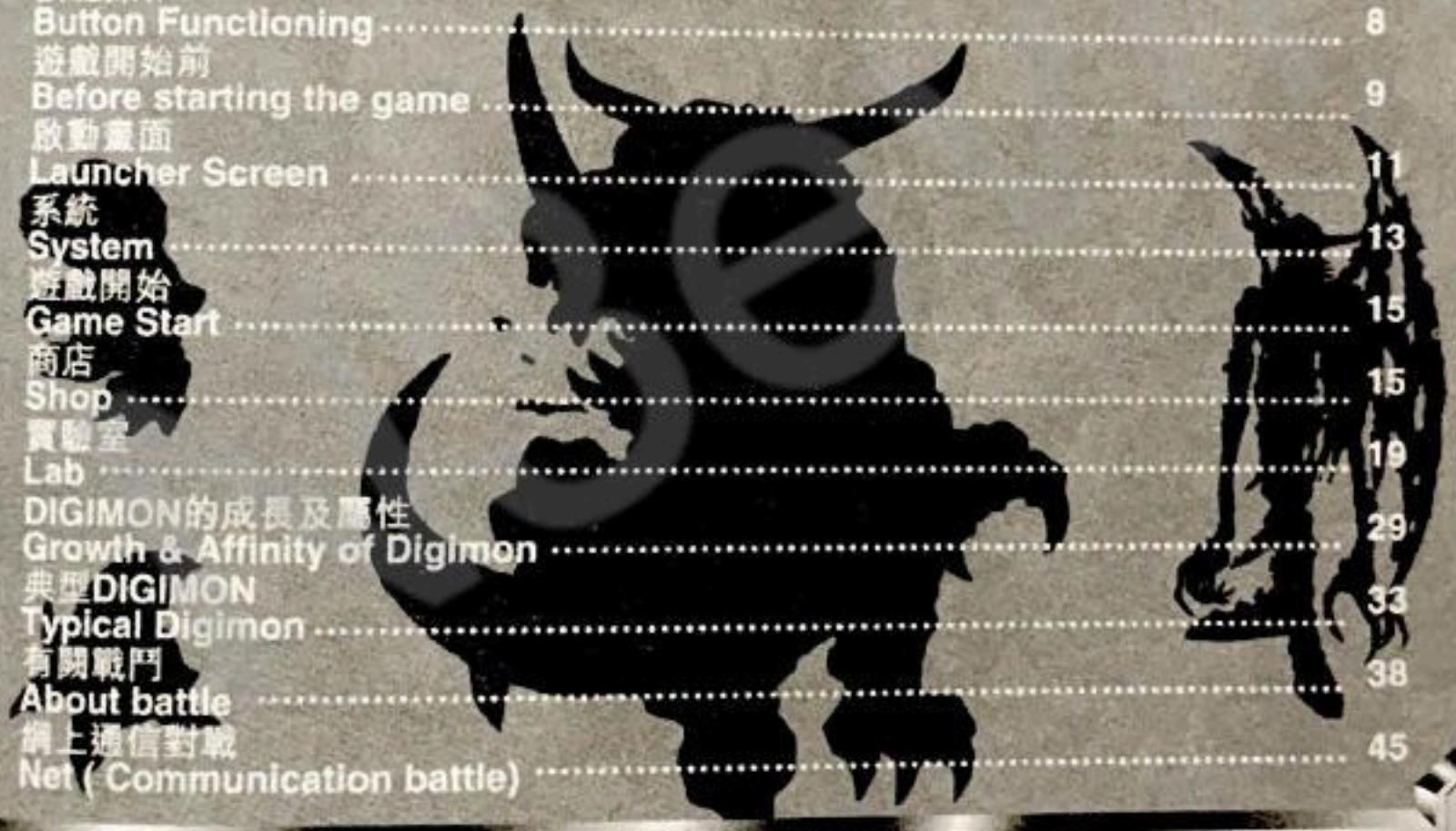


DIGITAL MONS

故事
Story

「Digital」怪物是寵物型的電子新生物並利用作戰鬥，把這些Digimon養育的人們被稱為「Digimon 馴獸師」。

「Digital Monsters」are the new digital living things that were treated as pet and used for fighting. Those people who bring up these digimons for battling were called the「Digimon Tamer」.

現在，在Digimon 世界內一個連接起整個世界的Digimon 馴獸師的網絡已經完成。同時好像一種新的戰鬥規則稱為「獨特戰鬥」亦被設定了，這樣數隻Digimon 在網絡內戰鬥領域內一同戰鬥。

那麼，向著成為「Digimon之王」的目標，齊齊進入吧！

Till now, the 「Digimon World Side」 network has been completed to link up all the Digimon Tamers from all over the world. It seems that the new battle rule called the unique battle has been set up, in which several digimons fight together on the battle field of the network.
For pursuing the title of 「King of Digimon」, let's access.

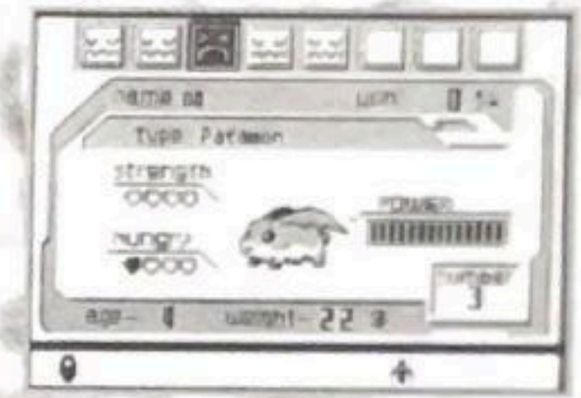
基本的遊玩方法
Basic Playing Method

到商店購買 Digimon 蛋! (參考P.15)
Buy the Digimon eggs from the SHOP!
(Refer to P.15)

在商店內可以購買到其他便利物品。
Other convenient products could also be bought at the SHOP.

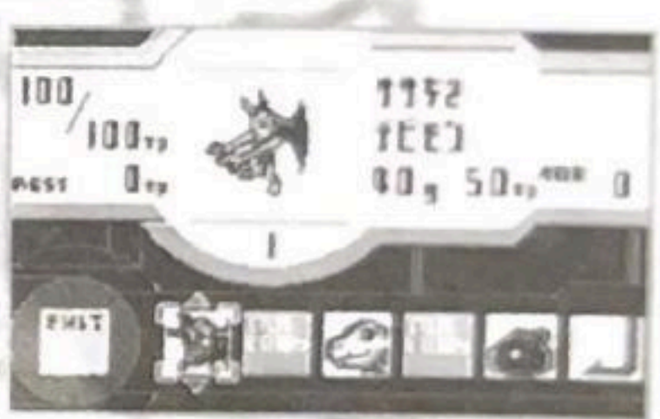
在實驗室內把 Digimon 養育! (參考P.19)
Bring up the Digimons at the LAB.!
(Refer to P.19)

可同時養育最多**8**隻Digimon。
You could bring up at the maximum of 8 Digimons at the same time.



把養育成的Digimon 組成隊伍! (參考P.38)
Make up a team for the grown up Digimon!
(Refer to P.38)

每隊最多可由**5**隻Digimon組成。
Each team could be grouped up with a maximum of 5 Digimons.



以征服成整個系統為目標。(參考P.44)
Pursue to finish all stages!
(Refer to P.44)
擁有DIGIMON之王的稱號。
Possess the title of King of Digimon!

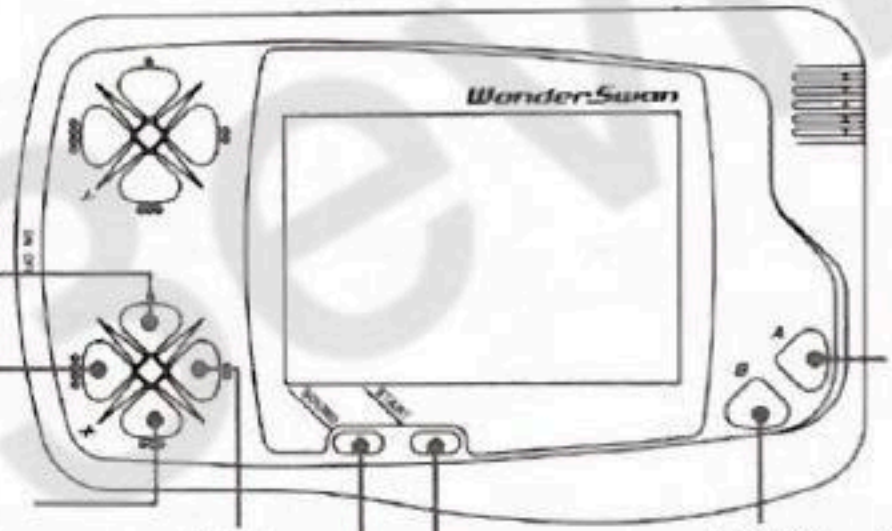
與朋友們交換或對戰。(參考P.45)
Exchange or battle with friends.
(Refer to P.45)
當然可與WONDERSWAN系列對戰，亦可與攜帶版對戰。
You could battle not only with WonderSwan but also with Portable version.

嘗試登記成為一個最強大的Digimons! (參考P.10)
Try to be regsistered as one of the Strongest Digimon!
(Refer to P.10)
養育能勝100次的DIGIMON吧。
Let's bring up the Digimon that could win 100 battles.

按鍵的操作
Button Functioning

要玩時必須將 WonderSwan 橫放。
To play this game, you need to hold the WonderSwan horizontally.

※不使用Y按鍵
Not using
Button Y



X 按鍵1
X Button 1

X 按鍵4
X Button 4

X 按鍵3
X Button 3

X 按鍵2
X Button 2

A按鍵—決定
A Button - Confirm

B按鍵—取消
B Button - Cancel

聲音按鍵
Sound button

開始按鍵
Start button

X 按鍵— 選擇項目及移動指標
X Button - Select item, move the cursor.

遊戲開始前
Before Starting the Game

把Digital Monster ver. WonderSwan 的盒帶正確地裝置到WonderSwan的本體內，把電源開啟主題畫面便會顯示。首次玩這遊戲，並沒有儲存資料的話最初畫面便會顯示。
Correctly set the Cartridge of "Digital monster Ver. WonderSwan" into the main body of WonderSwan, turn the power ON and the screen will show up. If it is the first time to this game and has no saved data, the Initialized Screen will show up.

選擇掣動
Selecting the Mode

在主題畫面時可按A鍵選擇畫面便會顯示出來。按X鍵1，3選擇掣動，再按A鍵確認。按B鍵返回主題畫面。
Select A button on the title Screen and the Mode Selecting Screen will show up. Push B Button to return to Title Screen.

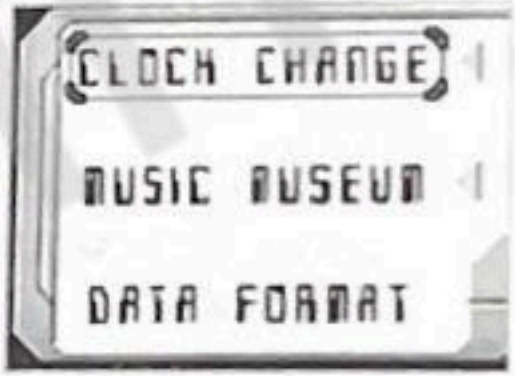
REBOOT: 開始遊戲
To start the game.

CUSTOMIZE: 更改設定，在遊戲中聽音樂或刪除資料。
Edit setting, listen to music during game or to delete data.

MUSEUM: 可檢查所有已登記的Digimons.
You can check all of the strongest Digimons in registered.

●CUSTOMIZE

按X鍵1，3選擇項目，按X鍵2，4更改設定。按B鍵返回主題畫面。
Push X Button 1 and 3 to select and push X Button 2 and 4 to set up or edit.Push B Button to return to Title Screen.



CLOCK CHANGE

可更改遊戲中經過時間的速度。詳細請參閱第14頁
The time passing speed during game could be changed. Refer to P.14 for details.

MUSIC MUSEUM

按X鍵2,4選擇遊戲中的音樂，再按A鍵便能傾聽音樂。
Push X Button 2 and 4 to select music during game and push A button to listen to music.

DATA FORMAT

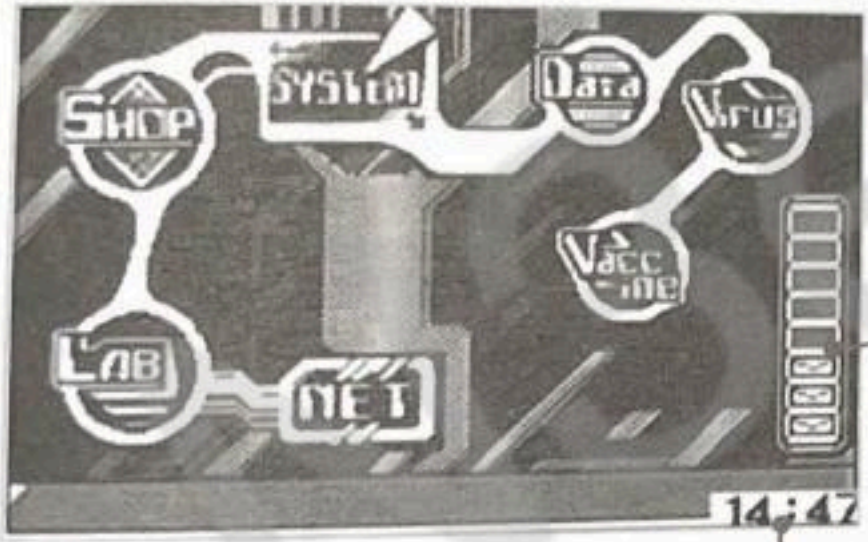
把儲存了的資料刪除。按A鍵確認，按B鍵取消。
Delete the saved data. Push A button to confirm and B Button to cancel.

●MUSEUM

當Digimon 能勝出100次的目標時，它的面貌，名字和年齡會顯示。最多可有10隻Digimon 進入殿堂。按B鍵返回主題畫面。
When the Digimon could reach the goal of wininng 100 times, the face, name, age of this digimon will be displayed. A maximum of 10 digimons could be entered into the hall. Push B button to return to Titile Screen.

啓動畫面
Launcher Screen

當選擇REBOOT開始遊戲時啟動畫面便會顯示。按X鍵移動指標及選擇項目再按A鍵時指標會跳至SYSTEM。
Choose REBOOT to start the game and the launcher Screen will appear. Move the cursor with X Button and select item then push A Button to confirm. With pushing B Button, the cursor will jump to SYSTEM.



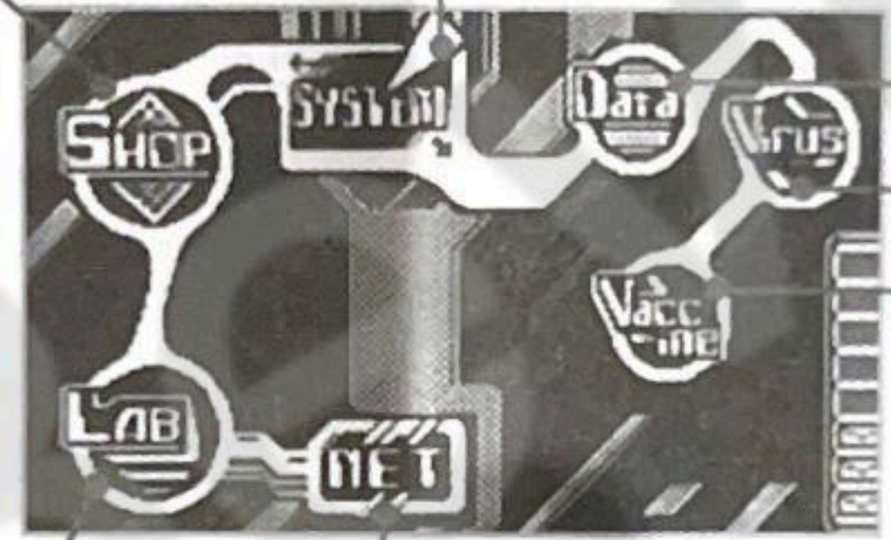
什麼是叫喚？ What is Call?
當Digimon 肚餓時會叫喚要玩者傳達它的不滿。
It is unsatisfied calling to a player when Digimon feels hungry.

郵電表示
Mail Display
當Digimon 叫喚時，白色的叫喚信號會閃動。
1.隻Digimon 叫喚時個信號會閃動。
3.隻Digimon 叫喚時三個信號會閃動。
When Digimon calls, it will flash with white light. One Digimon calls, one light will flash and when 3 Digimon call, 3 lights will flash.

時間
Time Display
顯示遊戲中的時間。顯示24小時國際時間。
Show the time during game. Displayed in 24-hour time.
※它的行走速度與實際的時鐘的速度不同。
The moving speed is different from actual clock.

SYSTEM
時間的前進，更改設定了的時間或儲存資料。
You can progress time, change time-setting, save data.

商店 SHOP
在這裡可購買Digimon 蛋和其他便利項目，或可出讓Digimon 或售賣售項目再。
You can buy Digimon egg and other convenient items. Also, you can sell Digimon or items in this shop.



DATA

VIRUS

VACCINE
在Battlestage 內居住有各樣的Digimon。而每一個Stage 內的Digimon 均有不同的特徵。

There are different types of Digimons, living in the Battle Stage. Digimons in different stages have different characteristics.

實驗室 LAB
在這裡讓育Digimon。
You need to bring up Digimon here.

NET
可與WonderSwan系列，WonderSwan Ver和WonderSwan 攜帶版的Digimon Monster 通信對戰或交換資料。
You can battle and exchange data Among WonderSwan player or between WonderSwan and Portable Digital monster.

● SYSTEM

按下X鍵1，3選擇項目再按A鍵確認。按B鍵返回啟動畫面。
Push X Button 1,3 to select item and push A Button to confirm. Push B Button to return to Launcher Screen..

CANCEL: 返回啟動畫面
Return to Launcher Screen.

TIME JUMP: 可強制地令遊戲中的時間向前走動。
Progress time in a game.

CANCEL: 返回Cancel / System 畫面。
Return to Cancel / System Screen.

1 HOUR: 時間以每一小時行走。
1 Hour / Progress the time by 1 hour

3 HOUR: 時間以每三小時行走。
3 Hour / Progress the time by 3 hour

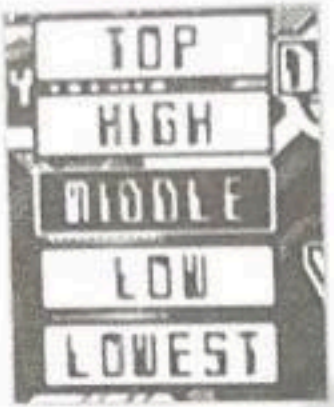
5 HOUR: 時間以每五小時行走。
5 Hour / Progress the time by 5 hour

TO 7:00: 無論從什麼時間開始均由7:00am 開始行走。
To: 7:00 / Progress to 7 am no matter what time you strat from.

※若途中由Digimon 叫喚，時便會強制地被停止。
If Digimon calls during the game, time will enforce to stop at that time.

郵電
MAIL: 當Digimon 叫喚時實驗室Status 畫面便會顯示。
When Digimon calls, status display of LAB is appeared.

時鐘 CLOCK: 可改變遊戲內時間經過的速度。
You could change passing speed of time during the game.



TOP: 以40秒行走1小時的時間。
Progress 1 hour by 40 seconds.

HIGH: 以1分鐘行走1小時的時間。
Progress 1 hour by 1 minute.

MIDDLE: 以2分鐘行走1小時的時間。
Progress 1 hour by 2minutes.

LOW: 以6分鐘行走1小時的時間。
Progress 1 hour by 6 minutes.

LOWEST: 與實際時鐘行走節速度相若。
Progress at actual time

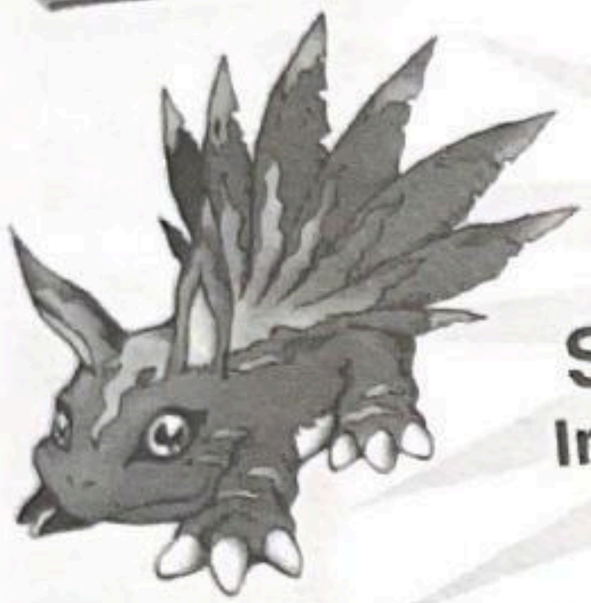
SAVE & EXIT: 把資料儲存並返回主題畫面。
Save the data and return to Title Screen.

注意！Attention!

結束遊戲前請實行SAVE & EXIT。當電池記號顯示時請實行一次SAVE &EXIT，更換WonderSwan本體內的電池然後從新開始遊戲。若不實行以上程序，電源會被切斷不能繼續遊戲之餘亦有可能失去儲存了的資料。故請遵守實行。
※有關電池記號請參閱WonderSwan本體的操作說明書。

Before finishing the game, remember to perform Save and Exit. if the battery sign appears, perform Save and Exit and change the battery inside the WonderSwan main Body, then re-start the game. If the above is not performed, the power will suddenly turn off and could not continue the game. you might lose the data as well, so please remember to process the above steps.
※ For battery mark, please refer to the instruction menu of the WonderSwan Main Body.

遊戲開始
Game Start



齊來開始遊戲吧！
首先去買Digimon 蛋！
So, Let's start the game!!
In the beginning, let's go and buy the digimon eggs !!

● 商店SHOP

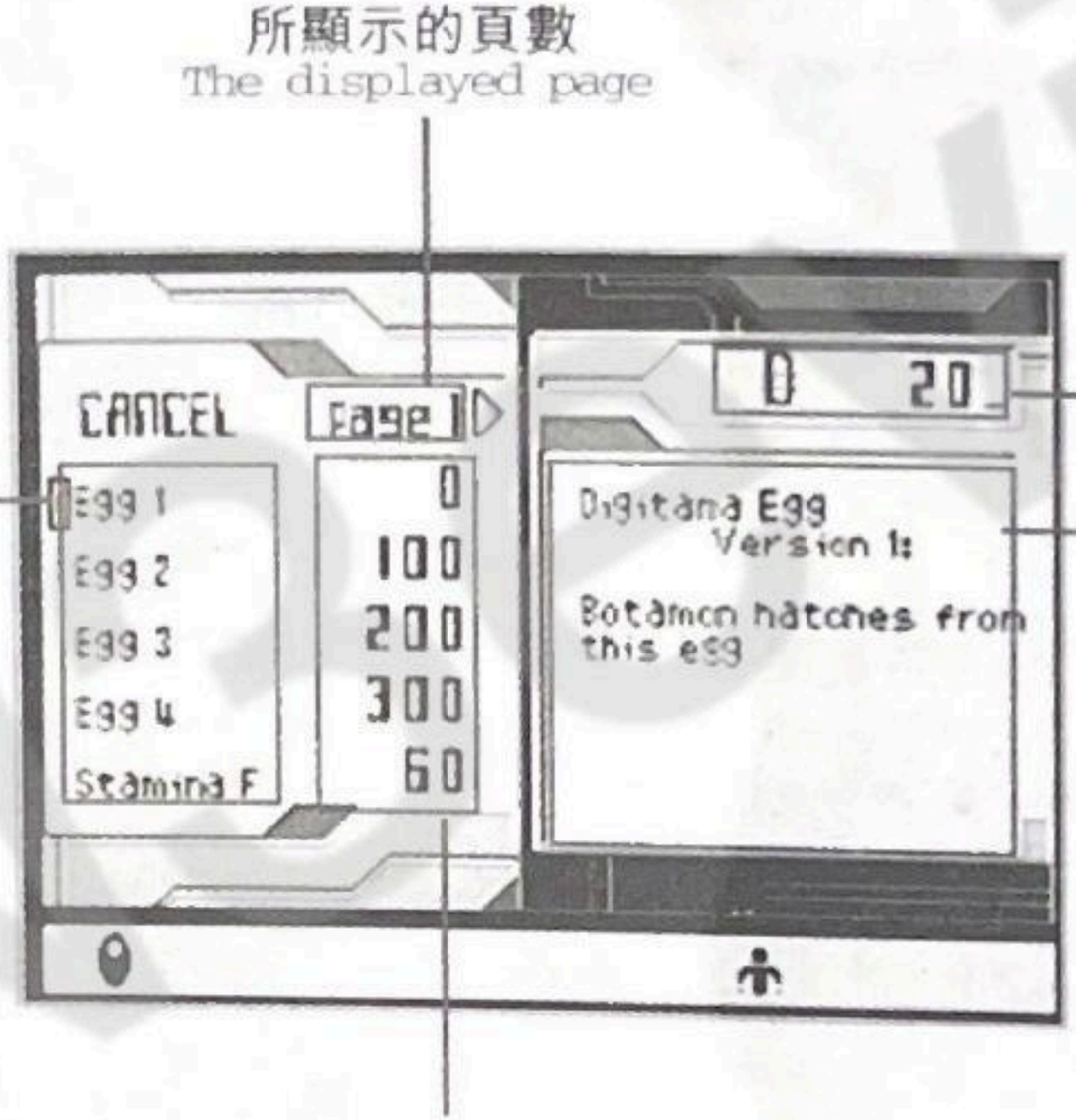
DIGIMON 的蛋在啟動畫面內的商店購買，把指標指向SHOP再按A鍵SHOP畫面便會顯示。
Buy the Digimon Egg in the shop on the launcher Screen. Match the cursor on SHOP and push A Button, the Shop Screen will appear.

EXIT: 返回主題畫面。
Return to Title Screen

BUY: 購買蛋或項目。
Buy Eggs or Items.

SELL: 出讓Digimon 畫售賣項目。
Sell Digimon or Items.

按X鍵1,3選擇購買或售賣再按A鍵時所選擇的説明畫面便會顯示。
Push X Button 1,3 to select Buy or Sell then push A Button to confirm, ar
the selected Menu Screen will appear.



購買吧！Let's Buy!!

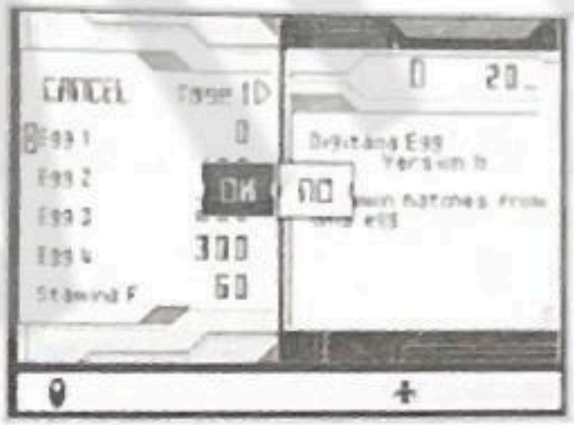
按X鍵1,3選擇蛋或項目，當按A鍵後，OK/NO 會顯示。選擇OK確認購買或NO取消。按X鍵2,4參閱其他頁項。

Push X Button 1,3 to select the Eggs or Item you want to buy, then push A Button and OK/NO will appear. Select OK to buy and NO to cancel. Push X Button 2,4 to turn the pages.

首次玩耍者！
For Beginners!

首次玩次遊戲者當然沒有硬幣，這時請前往購買 "蛋 1"（タマコ1），蛋的金額是0，不限數目。

Beginners of course do not have any money. Under such condition, you could go and buy "EGGS 1"（タマコ1）. Eggs are free and you could buy as many as you like.

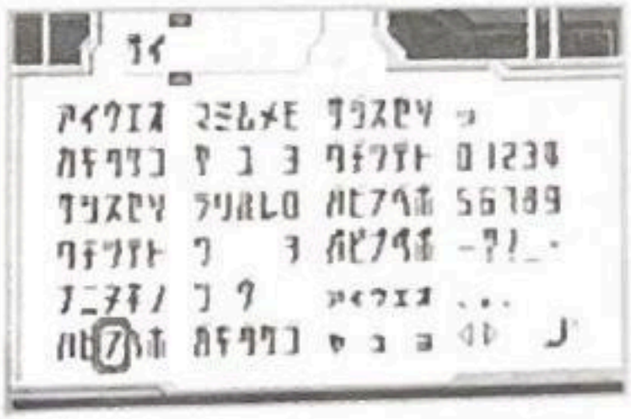


購買蛋後，Name Enter 的畫面會顯示，可給Digimon 輸入最多8個字所組成的名字。按X鍵選擇文字再按A鍵輸入。按B鍵回前一個字母。最後按 ↵ 確認。

在輸入途中按Start 鍵時指標會跳到 ↵ 。

Once you buy eggs, the Name entry Screen will appear and name Digimon with the maximum of 8 characters. Push X button to select character and push A button to input. Push B Button to reverse to previous character. Finally confirm with the ↵ (return mark).

If you push theStart Button during input, the cursor will jump to the ↵ .



出讓Digimon 時
Selling Digimon

按A鍵選擇SELL ，這時ITEM / MONSTER 的選擇畫面會顯示。按X鍵選擇其一後被選擇的畫面會顯現。選擇想出讓的Digimon或項目並按下A鍵時，OK / NO會顯示。選擇OK確認出讓或NO取消。按X鍵2,4參閱其他頁數。

Select SELL with A Button and the ITEM / MONSTERS selection screen wil appear. Choose either one with X Button 1,3 and the selected menu screen will appear. Select the Digimon/Item that you want to sell with A Button, then OK / NO will be shown. Select OK to Sell and NO to cancel. Push X Button 2, 4 turn the pages.

※有些Digimon 的金額是0 的。
There are some Digimons that the prices are 0.

提示!
One Hint Point!

越成長的Digimon價錢越高。成熟期的Digimon 比成長期的Digimon貴，完全體亦比成熟期Digimon價錢高。而且Digimon的戰績越好價錢亦越高。所以想以高價出讓Digimon 的話必須選擇已成長並強大的Digimon.

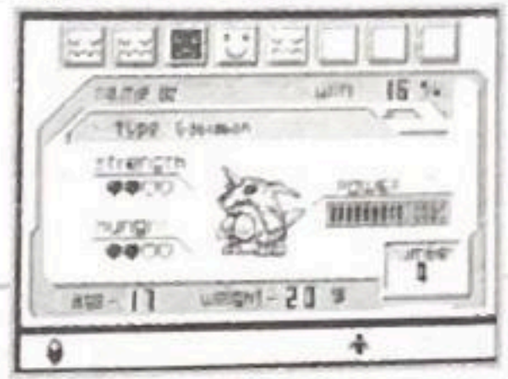
A Maturity Digimon is more expensive than a growping up Digimon and a Perfection Digimon is more expernsive than a Maturity Digimon. The more battle it wins the more expensive it becomes. If you want to sell the Digimon at higher price, you have to choose a stronger and grown up Digimon.

把買回來並從蛋孵出來的Digimon
在實驗室內養育
Bring up digimon in the Lab once it was born from an egg.

● 實驗室 LAB

Digimon是在實驗室內養育的。把指標指向LAB，按A鍵後，狀況畫面會顯示。按X鍵2, 4切換獸籠（參閱P.20）便可看到各Digimon的狀況。按A鍵，所顯示的Digimon獸龍畫面便會出現。按B鍵返回啟動畫面。

Digimons are brought up inside the LAB. Match the cursor at the LAB and push A Button. The Status Screen will appear. Push X Button 2, 4 to change the Cage (Refer to P.20) and will be able to see the status of different Digimons. Push A Button and the Cage Screen of the Digimon will be shown. Push B Button to return to Launcher Screen.



狀況畫面 - Status Screen

這畫面是看Digimon 的狀態。
The screen to see the status of Digimons.

Name : 名字

Type : 種類

Win: 勝出率

Strength: 力量

（當虛弱時心 ♥ 記號會變白）
(The Heart Sign ♥ will turn white if it is weak)

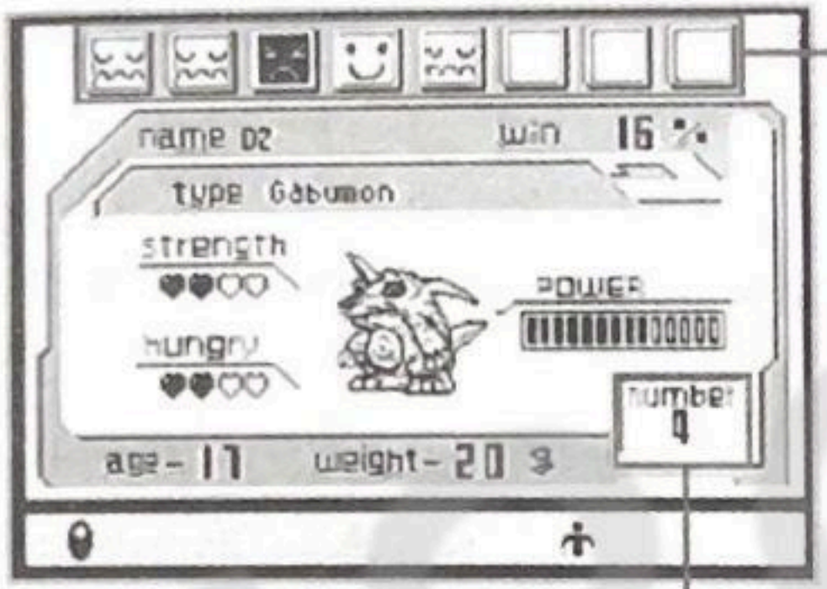
Hungry : 肚餓
（肚餓時 ♥ 記號會變心）
(The Heart Sign ♥ will turn white if it is hungry)

Age : 年齡

Weight : 重量

Power : 能量
（當體力下降時 ♥ 記號會變白）戰鬥後能量會下降，但隨著時間的過去和它的成長，能量會再次增加。
(The Heart Sign ♥ will turn white if the power is lowering. Power will be reduced after battle and be increased by time-passing, item, and growth.

獸籠 Cage: 顯示各Digimon 的狀態。
Show the status of each Digimons.



顯示中Digimon 的獸籠號碼
The Cage Number of the Digimon is displayed.

沒有Digimon 在內。
No Digimon inside.

通常的狀態。
Normal Status.

滿足的狀態。
Satisfactory Status.

冷凍保存中。
Frozen

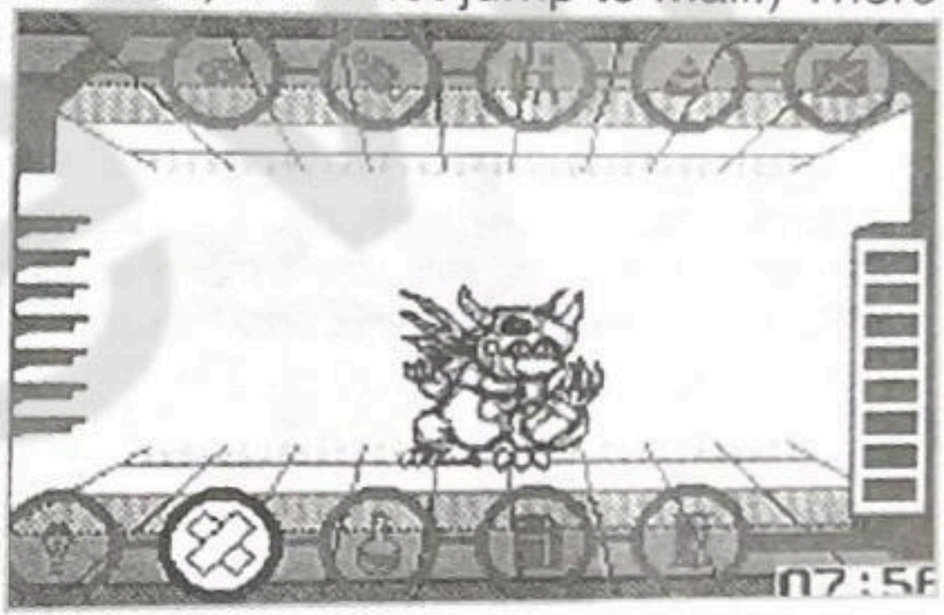
叫喚信號顯示中。
(與郵電的意思相同)
Call Sign is displayed.
(Same meaning as Mail).

死了的Digimon 在內。
在獸籠畫面時除了Exit 外，選擇任何按鍵可進行清理及從新放入新的Digimon .
Dead Digimon inside.
Select any button besides EXIT from the Cage Screen to clean up and drop a new Digimon.

獸籠畫面-Cage Screen

這是顯示養育Digimon 畫面 ，按X鍵選擇記號（被選擇了的記號會變成白色）再按A鍵實行。當按下B鍵時，會由狀況切換至郵電然後EXIT再切換到跳頁。(在獸籠畫面並沒有叫喚時不會切換到郵電)。總共有8個獸籠。

The screen shows the growth of Digimons. Use x Button to select Icon (selected icon will turn white) and push A Button to confirm. Push B button to switch from Status → Mail→Exit. (When there is no call during Cage Screen, it will not jump to Mail.) There are 8 cages in total.



狀況 Status
返回狀況畫面
Return to Status Screen.

飲食 Meal
可給與肉類或蛋白質。
You could give meat or protein to it.
Push X Button 2, 4 to select and push A Button to confirm.

一點提示! One Hint Point Here!

當給與肉類時，狀況畫面內的Hungry 心號會由 ♥ 變 ♥ 。當給蛋白質時，Strength心號會由♥ 變 ♥ 。

When you give meat to it, the hungry heart sign under Status Screen will chage from ♥ to ♥ .
When you give protein to it, the strength sign will change from ♥ to ♥ .

訓練 Training

共有4 種訓練可用作提升能力。最初只可用Ver.1訓練但通個各階段後便可使用其他訓練了。

You could upgrade its power by 4 different type of training. In the beginning you could only use ver. 1 training but you could use other training if the stages could be cleared.

Ver.1

使用上，中，下的其中一段互相攻擊。選擇與對手不同的段數便獲勝。選擇了和對手一樣的攻擊便失敗。5次攻擊中有3次攻擊成功便可完成訓練。力量亦隨之提升。

Attack each other with the Up, Medium or Low attack. You will win if you selected the attack that is different from your partner. And you'll lose if you selected the same attack as your partner. Your training will be succeded if you could hit three times in 5 times attack. Then strength will be increased.

按鍵操作 Button Functioning

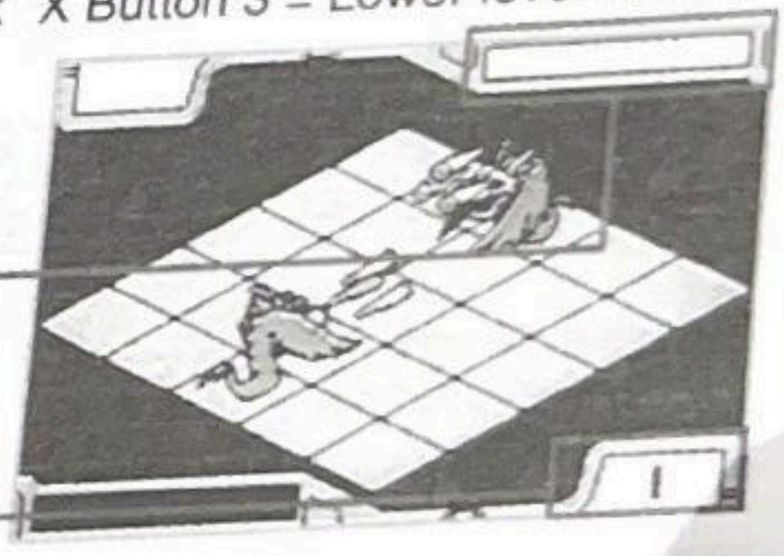
按X鍵1=上段攻擊　按X鍵2=中段攻擊　按X鍵3=下段攻擊

X Button 1 = Upper level Attack　X Button 2 =Medium level Attack　X Button 3 = Lower level Attack

對手的身體指標：
Partner's Body Meter

當被擊中時顯示指標會變黑色。
The bar will turn Black when parther receives attack.

攻擊次數
Number of attacks



當畫面左下角的指標度滿載並停止時表示訓練成功。同步指標的上升率亦會提升。訓練失敗時體力或訓練過度時體力會下降。

If you can stop the power meter scale on the lower left corner at full, training has succeeded. The Up-speed of the synchronized rate is also increased. If you fail to stop the power meter scale at full, body strength will be decreased.When you train it too much, Digimon will also be weakened.

按鍵操作
Button Functioning

A按鍵：指標度停止
A Button: Stop the Scale.

能力指標：■■■■■■■■時成功
■■■■■■■□時失敗

Power Meter: If ■■■■■■■ Success !
If ■■■■■■□ Lost !

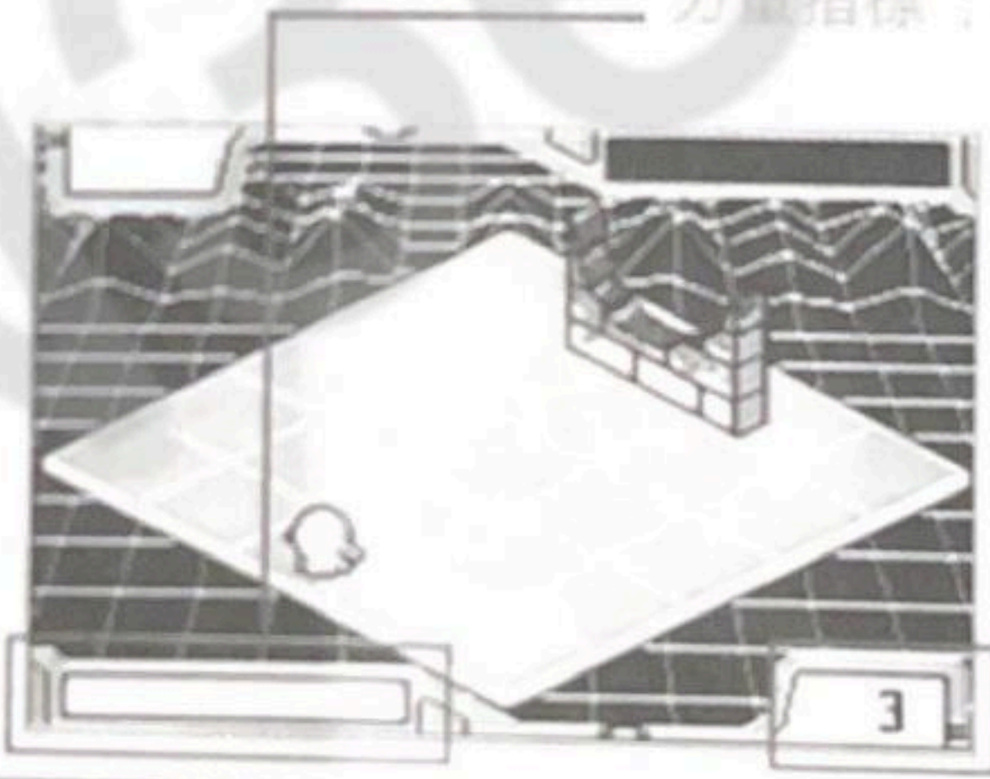
Ver.3

按A鍵作連還攻擊，當力量指標10秒內變滿，訓練便成功。雖然身體力量有兩次恢復的機會但容易受傷。

Use A button to attack continuously and if the power meter becomes full within 10 seconds, the training is success. The body power could be recovered by 2 but would easily get hurt.

按鍵操作
Button Functioning

A按鍵： 提升力量的度數
A Button: Increase the Bar of Power Meter.



力量指標：當使用A按鍵作連環攻擊後指標會變成白色
Power Meter: The bar will change to white color after continuous attack with A button.

計時器：當計時器倒數至0便失敗
Time Counter: Lost when time counter reached 0

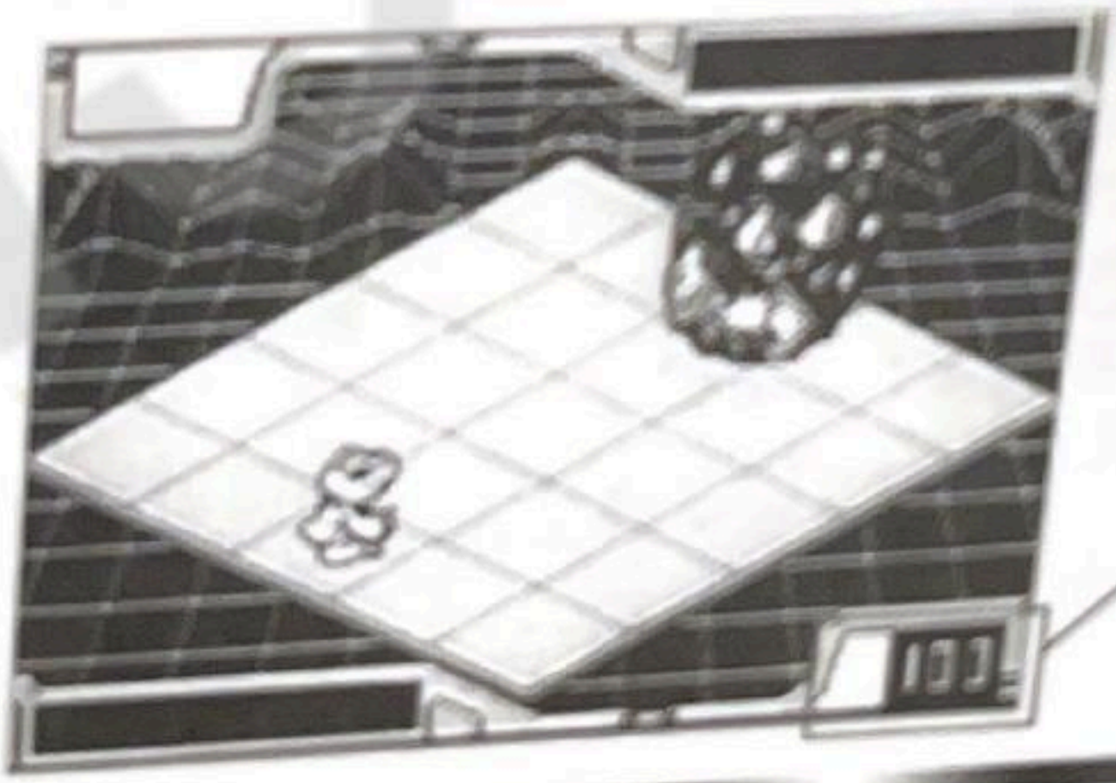
Ver.4

當畫面右下角的力量指標顯示100時表示訓練成功。壽命會延長但戰鬥回避率會下降。

Training is success when the Power Counter on the lower right corner of the screen becomes 100. Life expectancy will be extended and the Battle evasion rate will be decreased.

按鍵操作
Button Functioning

A按鍵：數字停止
A Button: Stop the figures.



力量指數
Power Counter

廁所：按A鍵清理Digimon 的糞便。
Toilet: Push A button to flush.

提示！ Hint Point !
不清理糞便，Digimon 便會病倒。請記住保持獸籠內的清潔。
If you do not flush and leave the dropping there, Digimon will easily get sick. So please remember to keep the cage clean.

郵電：當Digimon 叫喚時，按A鍵可切換至狀況畫面。
Mail: When Digimon calls, push A button to switch to Status Screen

電燈：把電燈關掉。當ON/OFF畫面顯示時按X鍵2, 4 選擇開/關再按A鍵確認。
Light: Turn off the light. When the ON/OFF screen appears, push X button 2, 4 to select ON or OFF then push A Button to confirm.

提示！ Hint Point！

當Digimon 睡覺時請把電燈關掉。
Turn off the light when Digimon is asleep.

治療：請把戰鬥中受傷的Digimon 治療妥當。
Curing: Cure the wounds that digimon get hurt during battle.

項目：你可從商店購買回來的項目給與顯示中的Digimon。
請從畫面左邊的項目開始給與。選擇項目並按下A鍵後，OK/ON會顯示。選擇OK確認給與或NO取消。
Item: You could give the item you bought from the Shop to Digimon. OK or NO will be shown when A Button is pushed. Select OK to confirm giving out and NO to cancel.

提示！ Hint Point！

請在戰鬥前使用，能提高戰鬥效用的項目。參閱P.41
Item that could be effective to battle should be used beforehand.Plese refer to P.41

冷凍保存／解凍：

你可冷凍保存Digimon ，它不會感到餓，力量亦不會減低。只會慢慢長大。

Freeze / Defrost:

You could freeze Digimon. It would not feel hungry and the power would not be decreased but it would only grow old.

※存有糞便時不能進行冷凍，請先清理再進行。

You could not carry out freezing process if there is dropping inside. Remember to flush it before freezing.

提示！ Hint Point !

若同一時間養育多隻Digimon，可冷凍其中數隻然後集中養育餘下的Digimon.

If you bring up too many digimons at the same time, it is better to freeze a few of them and concentrate on brining up the remaining.

Exit： 走出實驗室返回啟動畫面。

Get out of the Lab and return to Launcher Screen.

Digimon的成長及屬性
The Growth and Attribution of Digimons

Digimon 變身成長圖
Digimon transformation / growing map

幼年期 In-train
初生的Digimon
The newborn digimons

▶

成長期 Rookie
開始成長的
Growing up steadily

▶

成熟期 Champion
擁有較強的攻擊力及開始顯現其個性
Become powerful and its character develops.

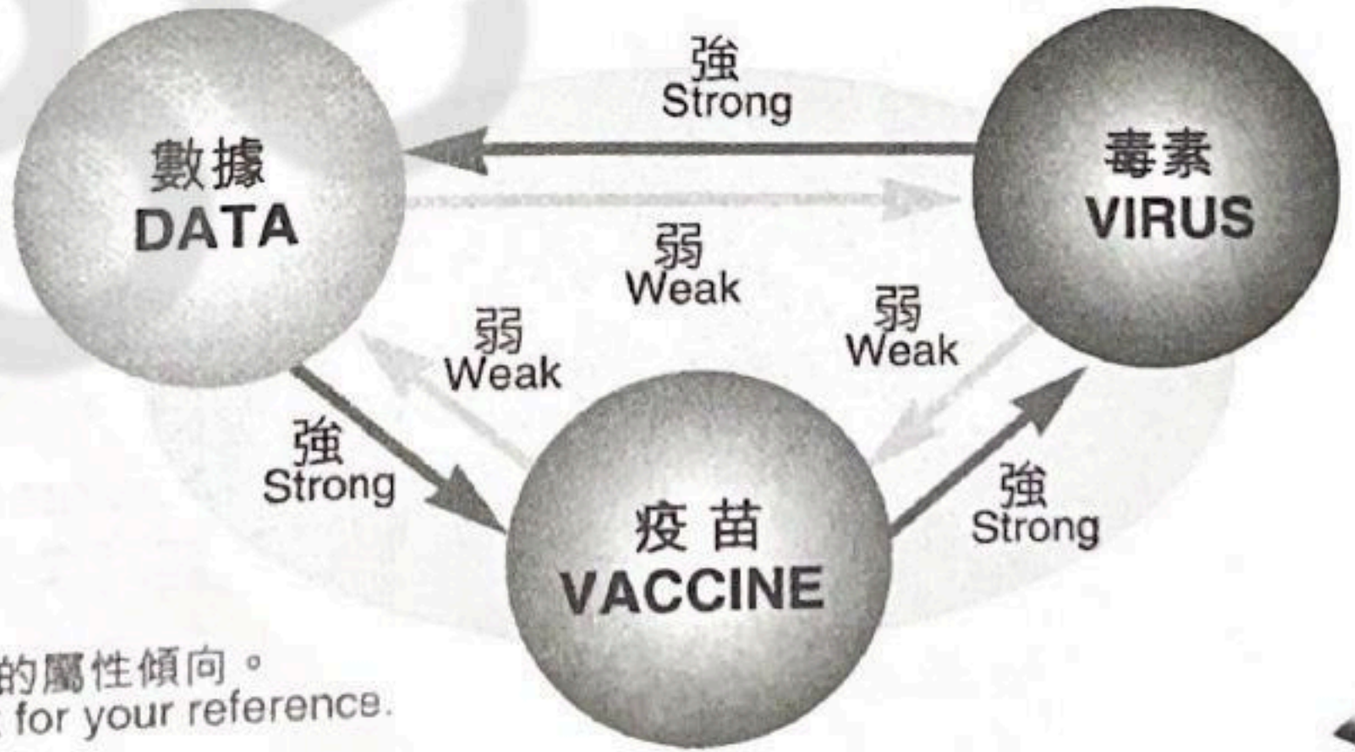
▶

完全體 Ultimate
當它能達到某些條件時便會轉化成完全體。
it evolves only after certain criteria are fulfilled.

屬性 Attribution

Digimon 共有3種屬性，跟據各屬性，於戰鬥時顯示它的相性。

There are 3 types of Attribution and will show different affinity during battle according to their own attribution



※無論它是強或弱，它都會保持它的屬性傾向。
The strength or weakness is just for your reference.

在此遊戲中出現的Digimon 和他們的屬性
The Digimons That Appear In This Game and Their Affinities

攜帶版Digital Monster Ver 1-4, Pendulum, Nature Spirit 及wonderSwan 版的原裝Digimon 均會再此遊戲中出現。

The original digimons of Portable Digital Monster Ver. 1,2,3,4, Pendulum, Nature Spirit andWonderSwan Version will appear inside this game.

Ver.1

姓名 Name	過程 Process	屬性 Attribution
Botamon	幼年期 In-train	無 Nil
Koromon	幼年期 In-train	無 Nil
Agumon	成長期 Rookie	疫苗 Vaccine
Betamon	成長期 Rookie	毒素 Virus
Greymon	成熟期 Champion	疫苗 Vaccine
Tyranomon	成熟期 Champion	數據 Data
Devimon	成熟期 Champion	毒素 Virus
Meramon	成熟期 Champion	數據 Data
Airdramon	成熟期 Champion	疫苗 Vaccine
Seadramon	成熟期 Champion	數據 Data
Numemon	成熟期 Champion	毒素 Virus
Metalgreymon	完全體 Ultimate	毒素 Virus
Mamemon	完全體 Ultimate	數據 Data
Monzaemon	完全體 Ultimate	疫苗 Vaccine

Ver.2

姓名 Name	過程 Process	屬性 Attribution
Punimon	幼年期 In-train	無 Nil
Tsunomon	幼年期 In-train	無 Nil
Gabumon	成長期 Rookie	數據 Data
Elecmon	成長期 Rookie	數據 Data
Kabuterimon	成熟期 Champion	疫苗 Vaccine
Garurumon	成熟期 Champion	疫苗 Vaccine
Angemon	成熟期 Champion	疫苗 Vaccine
Yukidarumon	成熟期 Champion	疫苗 Vaccine
Birdramon	成熟期 Champion	疫苗 Vaccine
Whamon	成熟期 Champion	疫苗 Vaccine
Vagimon	成熟期 Champion	毒素 Virus
Skullgraymon	完全體 Ultimate	毒素 Virus
Metalmamemon	完全體 Ultimate	數據 Data
Myotismon	完全體 Ultimate	毒素 Virus

Ver.3

姓名 Name	過程 Process	屬性 Attribution
Poyomon	幼年期 In-train	無 Nil
Tokomon	幼年期 In-train	無 Nil
Patamon	成長期 Rookie	數據 Data
Kunemon	成長期 Rookie	毒素 Virus
Unimon	成熟期 Champion	疫苗 Vaccine
Centalmon	成熟期 Champion	數據 Data
Orgemon	成熟期 Champion	毒素 Virus
Bakemon	成熟期 Champion	毒素 Virus
Shellmon	成熟期 Champion	數據 Data
Drimogemon	成熟期 Champion	數據 Data
Scumon	成熟期 Champion	毒素 Virus
Andromon	完全體 Ultimate	疫苗 Vaccine
Giromon	完全體 Ultimate	疫苗 Vaccine
Etemon	完全體 Ultimate	毒素 Virus

Ver.4

姓名 Name	過程 Process	屬性 Attribution
Yuramon	幼年期 In-train	無 Nil
Tanemon	幼年期 In-train	無 Nil
Piyomon	成長期 Rookie	疫苗 Vaccine
Palmon	成長期 Rookie	疫苗 Vaccine
Monochromon	成熟期 Champion	數據 Data
Lockatrimon	成熟期 Champion	疫苗 Vaccine
Leomon	成熟期 Champion	疫苗 Vaccine
Kuwagamon	成熟期 Champion	毒素 Virus
Coelamon	成熟期 Champion	數據 Data
Mojyamon	成熟期 Champion	疫苗 Vaccine
Nanimon	成熟期 Champion	毒素 Virus
Megadramon	完全體 Ultimate	毒素 Virus
Picklemon	完全體 Ultimate	毒素 Virus
Digitamamon	完全體 Ultimate	數據 Data

※除以上之外，WonderSwan的原裝版Digimon 亦會出現在此遊戲內。
Besides the above, Digimons of the original version of WonderSwan will also appear in the game.

Pendulum, Nature Spirit

姓名 Purimon	過程 Process	屬性 Attribution
Bubbmon	幼年期 In-train	無 Nil
Mochimon	成熟期 In-train	無 Nil
Tentomon	成長期 Rookie	疫苗 Vaccine
Gottsumon	成長期 Rookie	數據 Data
Otamon	成熟期 Champion	毒素 Virus
Tortramon	成熟期 Champion	疫苗 Vaccine
Starmon	成熟期 Champion	數據 Data
Gekomon	成熟期 Champion	毒素 Virus
Atlurkabuterimon	完全體 Ultimate	疫苗 Vaccine
Jyagamon	完全體 Ultimate	疫苗 Vaccine
Triceramon	完全體 Ultimate	數據 Data
Oukuwamon	完全體 Ultimate	毒素 Virus
Tonosamagekomon	完全體 Ultimate	毒素 Virus
Herakleskabuterimon	超極體 Mega	疫苗 Vaccine
Saberleomon	超極體 Mega	數據 Data
Metaletemon	超極體 Mega	毒素 Virus

代表性的Digimon
Representing Digimons

Ver.1

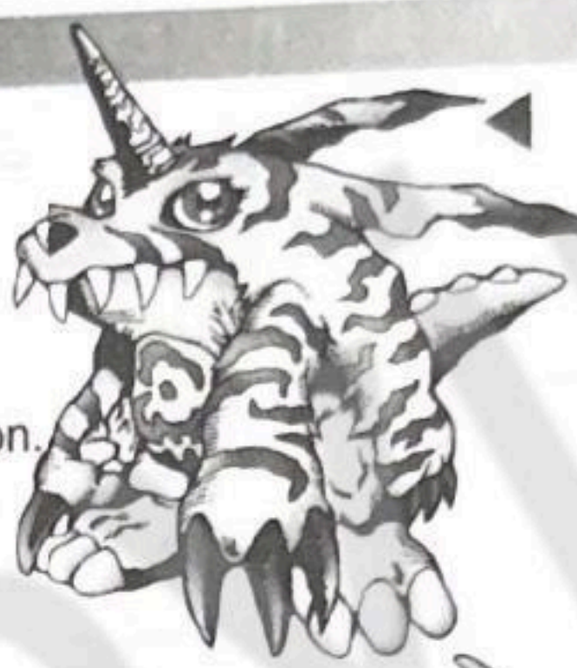
◀【幼年期】Botamon
【In-train】
Botamon
無屬性
初生Digimon
No Affinity
newborn Digimon

【成長期】Betamon
【Rookie】Betamon
毒素
用足4足行走的兩棲動
Virus
Amphibian that walk with 4 legs.

▲
【完全熟期】Greymon
【Ultimate】Greymon
疫苗 - Vaccine
恐龍型Digimon 全身被硬殼覆蓋。- Dinosaur type Digimon, body covered up with hard shell.

【完全體】Mamemon
【Ultimate】 Mamemon
數據
突然變異型Digimon，在惡
劣環境下特殊進化而成。
Data
Mutant type Digimon
that special
transformation
occurred in very
severe environment.

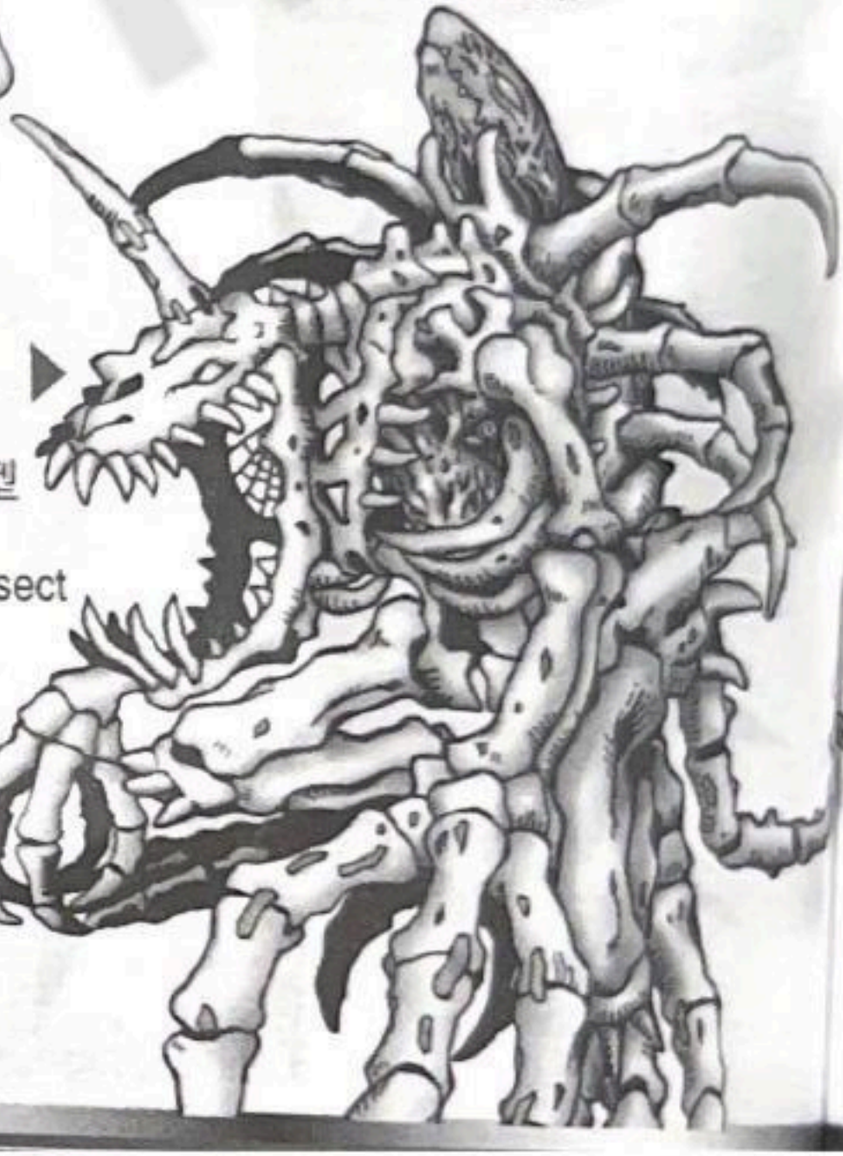
【幼年期】**Punimon**
【In-train】
Punimon
無屬性
初生新類型Digimon
No Affinity
New type of newborn Digimon.



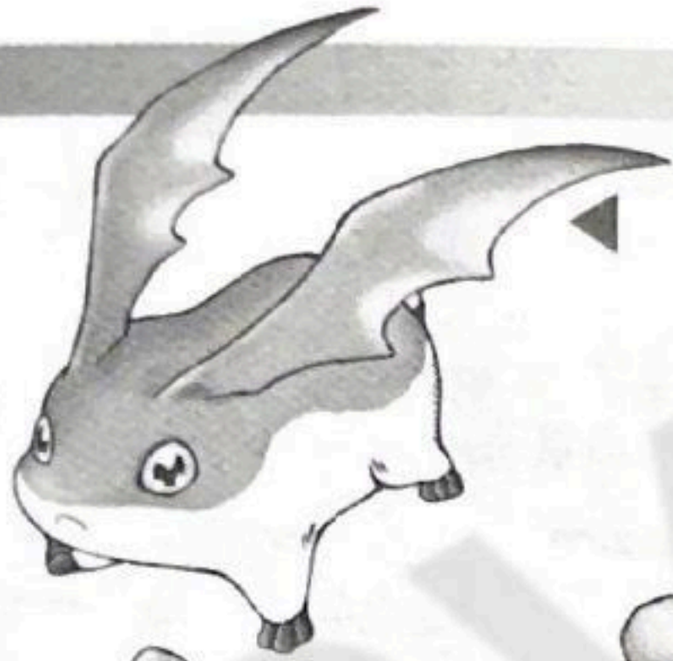
【成長期】**Gabumon**
【Rookie】
Gabumon
數據
由Tsunomon進化而成並遺傳有Tsunomon 爪的部分。
Reptile type Digimon transformed from Tsunomon and possess the horn of Tsunomon.

【成熟期】**Kabuterimon**
【Champion】Kabuterimon
疫苗
一種非常特異的昆蟲型Digimon
Vaccine
a very special type of Insect Type Digimon.

【完全體】
Skullgraymon
【Ultimate】
Skullgraymon
毒素 -Virus
一種非特異的昆蟲型Digimon.
A very special type of Insect Type Digimon.

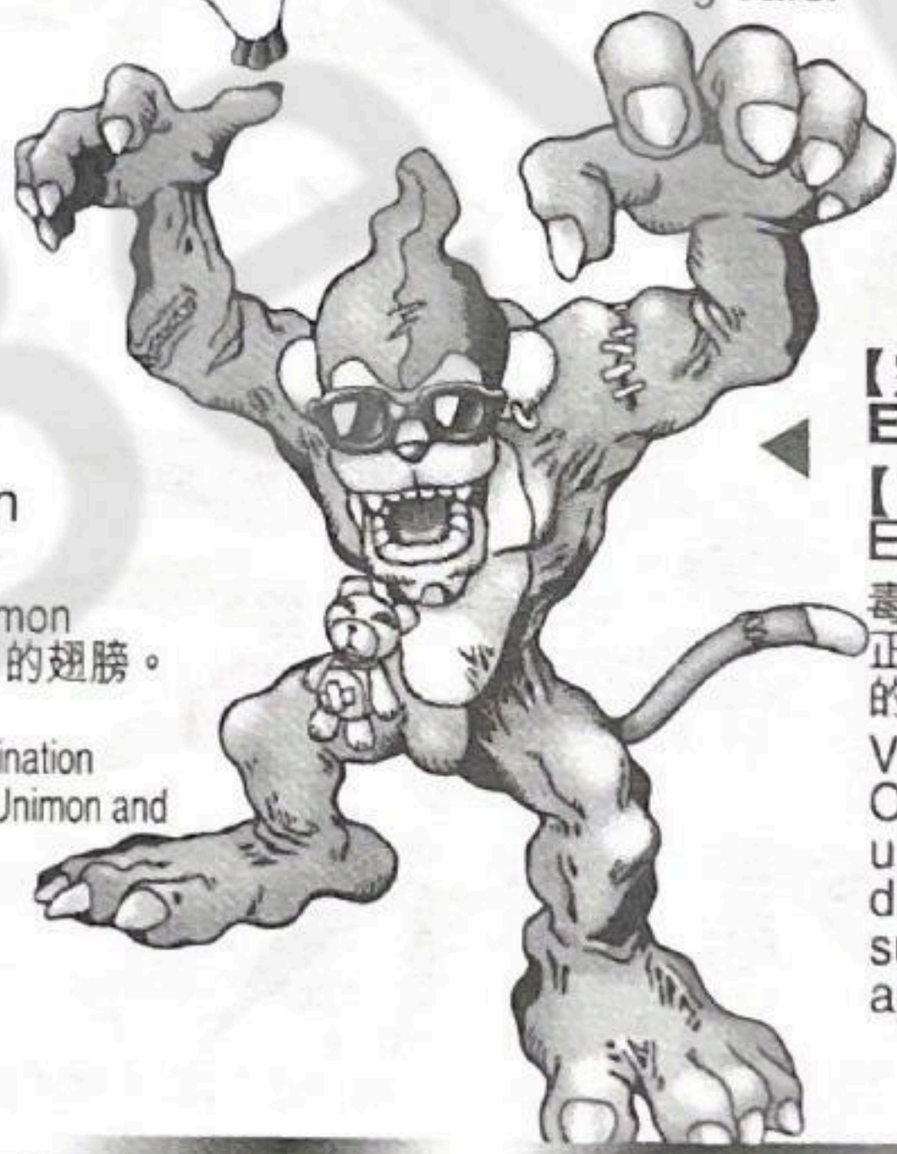


【幼年期】Poyomon
【In-train】
Poyomon
無屬性
新發現的嬰兒Digimon
No Affinity
New discovered baby Digimon.



【成長期】Patamon
【Rookie】
Patamon
數據
哺乳型Digimon，一雙大耳朵成為它的特徵
Mammal Digimon with the characteristic of a pair of big ears.

【成熟期】Unimon
【Champion】Unimon
疫苗
傳說中的聖獸。合成型Digimon
擁有獨角獸的角及雙翼飛馬的翅膀。
Vaccine
The legend Holy Monster. A combination Digimon that possess the horn of Unimon and the wings of Pegasus.



【完全體】
Etemon
【Ultimate】
Etemon
毒素
正體不明。突然出現的Digimon.
Vaccine
Originality uncertain. The digimon that suddenly apeared.

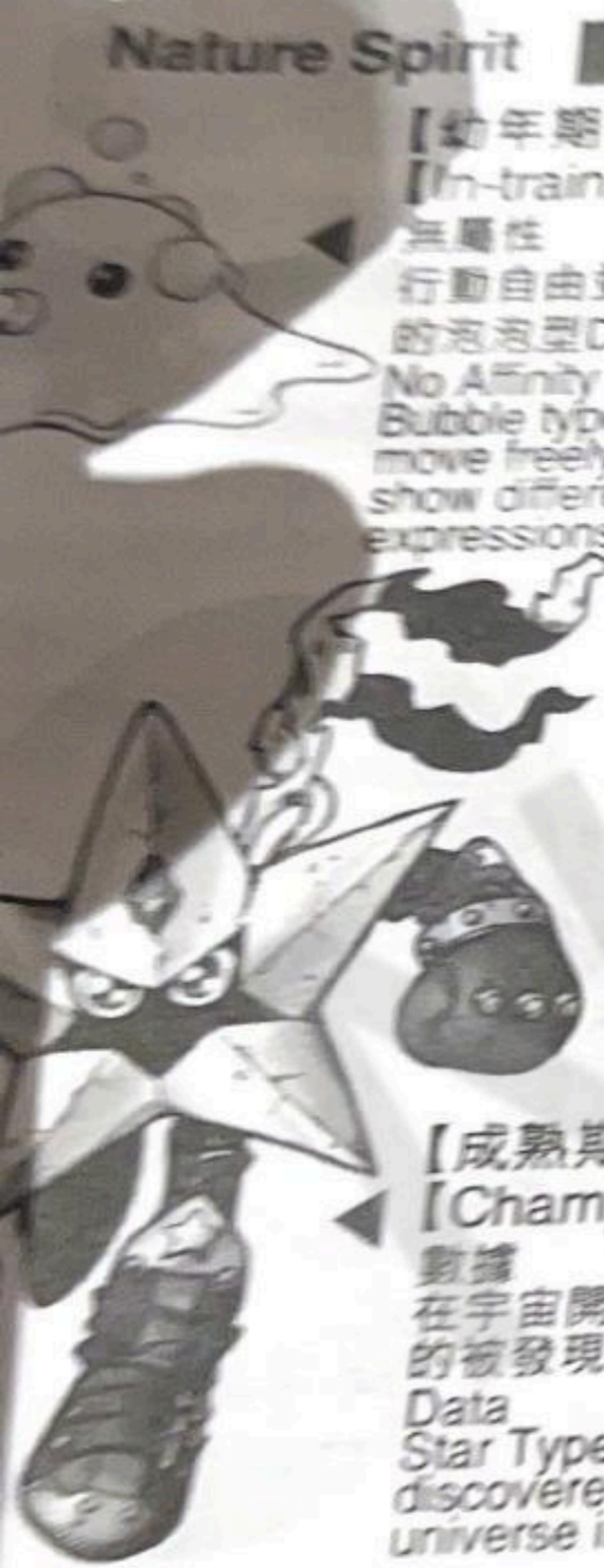
【幼年期】Yuramon
【In-train】
Yuramon
無屬性
種子型Digimon 全身被細長
而柔軟的長毛所覆蓋。
No Affinity
Seed Type Digimon with soft and thin long hair covering up the whole body.

【成長期】Biyomon
【Rookie】Blyomon
疫苗
翅膀如雙手般發達的鳥型
Digimon.
Vaccine
Small bird type Digimon with hand-like developed wings.

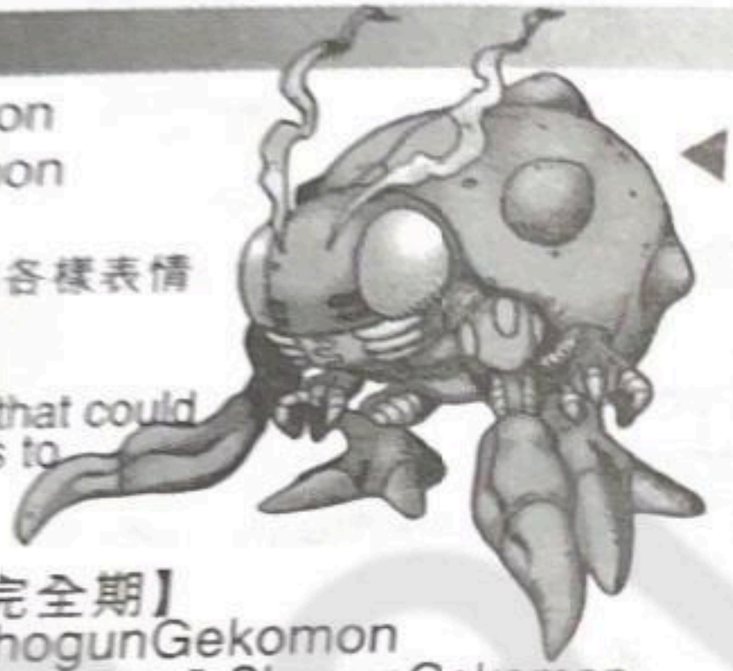
【成熟期】Monochromon
【Champion】Monochromon
數據
頭頂長有觸角的鎧龍型Digimon
Data
Dinosaur type digimon with a horn grown from its head.

【完全期】
Megadramon
【Ultimate】
Megadramon
毒素
最惡毒給被稱為
最強的暗黑龍
Digimon.
Virus
The most devil and powerful Darkness Dinosaur Digimon.

【幼年期】Pabumon
【In-train】Pabumon
無屬性
行動自由並喜歡作出各樣表情的泡泡型Digimon。
No Affinity
Bubble type digimon that could move freely and loves to show different expressions.



【完全期】
ShogunGekomon
【Ultimate】ShogunGekomon
毒素
長有如頭冠般的觸角，是高一級次的Gekomon。
Virus
The upper version of Gekomon and possesses of a pair of tentacles like topknot.



【成長期】Tentomon
【Rookie】Tentomon
疫苗
雖然擁有硬殼但攻擊力非常之低的原始昆蟲型Digimon。
Vaccine
The most ancient type Insect Digimon. Although it possesses of a very hard shell but still it has very low attacking power.

【成熟期】Starmon
【Champion】Starmon
數據
在宇宙開發中心用作分析惑星的軟件內偶然的被發現的惑星型Digimon
Data
Star Type Digimon that was accidentally discovered in the software of analysis for universe in space centre.

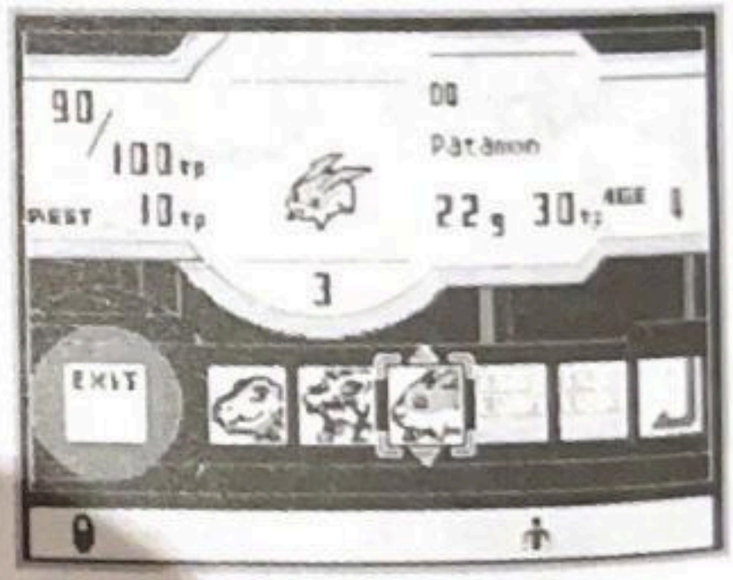
有關戰鬥
About Battle

在啟動畫面所顯示的階段內將全部的Digimon打敗後，便可成功通過這階段。各階段內有不同屬性的Digimon 正在等待你。選擇並組合擁有最佳屬性及相性的Digimon，以能通過這階段為目標。

You will clear the stage if you could defeat all the Digimons in all stages of the Launcher Screen. Digimons with different affinities are waiting for you in each of stage. So team up the Digimons with the best Affinity and Attribution and try to clear stage.

在啟動畫面選擇階擇階段並按A鍵，單位登錄畫面便會顯示。在養育中的Digimon中選擇Digimon參加戰鬥。按X鍵2，4把指標向左右移動再按X鍵1，3選擇參加的Digimon。最多可選擇5隻Digimon參加但它們的總分不能超過100分。

Select stage on Launcher screen. Push A button and the Unit Registering Screen will appear. Choose Digimon from Digimon group that you brought up to join battle. Move the cursor to the left and right with X Button 2,4 and pust X Button 1,3 to select. You could choose a maximum of 5 Digimons to join battle but the total point of these Digimons should not exceed 100 point.



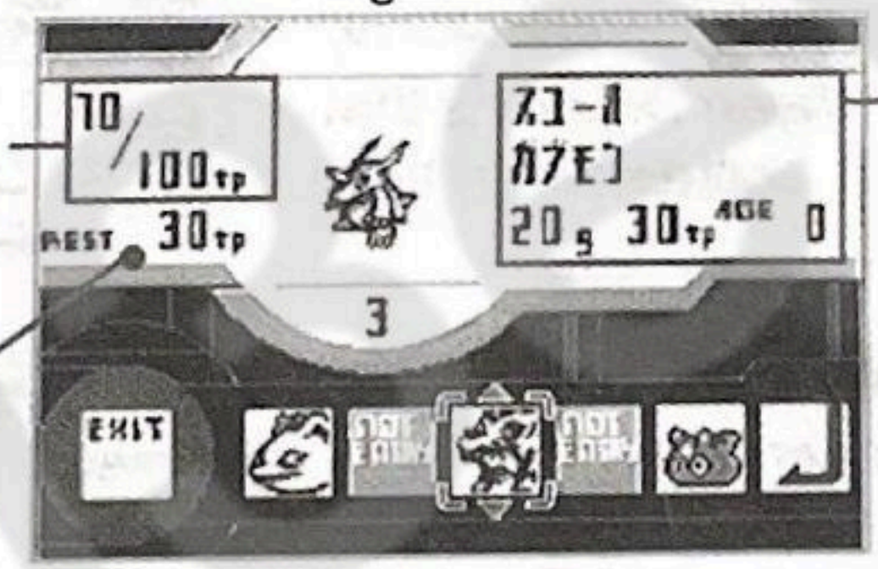
什麼是分數？
What is Point?

是顯示Digimon 強弱的單位。分數會隨著成長而增加。
This is the unit showing the power of each Digimon. The figure will increase as it grows.

幼年期=20分　成長期=30分
成熟期=50分　完全體=60分
超極體=80分

In-train= 20Point
Champion = 50Point
Mage = 80Point

Rookie = 30Point
Ultimate = 60Point

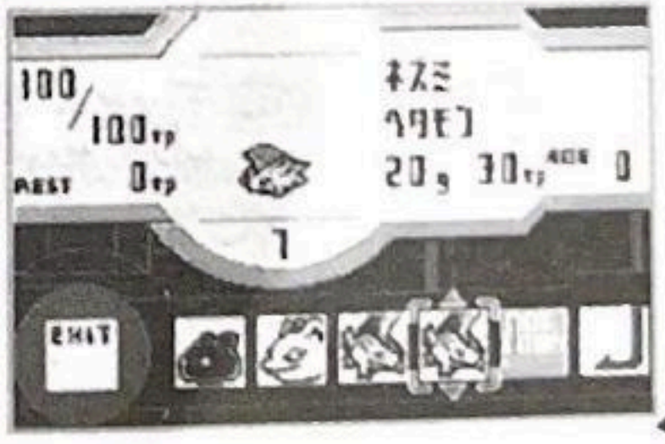


選擇中的Digimon 的總分
Total point of Digimon for selection

選擇中的Digimon 的資料
The Digimon Data for selection

所餘的分數
Remaining points

例： Sample:
Botamon (20分)+Koromon(20分)+Betamon (30分)+ Betamon (30分)=100分
這4隻Digimon 可以參加戰鬥了。
Botamon (20 points)+ Koromon (20 points)+ Betamon (30 points + Betamon (30 points) = 100 points.
These 4 Digimons could join the battle!



Botamon (20分)+Botamon(20分)+Koromon(20分)+Koromon (20分)+ Betamon(30分)=110分
這5隻Digimon 5 超過了10分。
Botamon (20 points)+ Botamon(20 points)+ Koromon (20 points)+ Koromon(20 points)+ Betamon (30 points) = 100 points.
These 4 Digimons could join the battle!
These 5 Digimons exceed 10 points

※冷凍保存中，受了傷，睡眠中的Digimon均不能參加戰鬥。
Frozen Digimons and those Digimons that was injured or sleeping could not join the battle.

把指標指向 ↵，按A鍵後選擇畫面會顯示。
The Item Selecting Screen will appear when you match the cursor at ↵ push A Button.

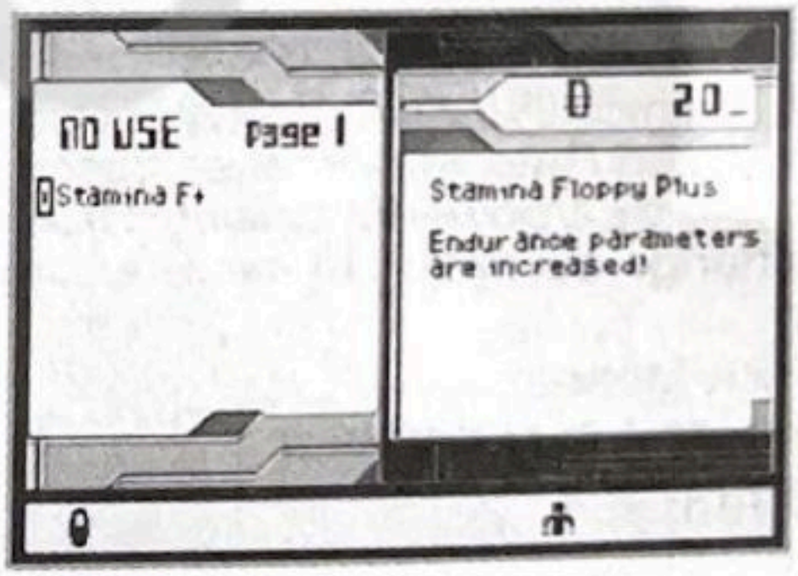
把指標指向 Exit，按A鍵後返回啟動畫面。
When you match the cursor at EXIT and push A Button it will return to Launcher Screen.

●選擇項目
Item Selection

戰鬥開始前項目選擇畫面會顯示。你可把擁有的項目給與參加戰鬥的Digimon。
Befor battle starts, the Item Selection Screen will appear. You could give the items to the Digimon joining battle.

按X鍵1,3選擇並按A鍵確認給與。項目的效用只在戰鬥中有效，亦有效於所有參加戰鬥的Digimon。你甚至可以選擇一個項目。
Push X Button 1,3 to select an item and A button to give it. The items will only be effective during battle and will effective to all Digimons joining battle. You could give out even only one item.

※有些項目是不可以使用的。
There are some items that could not be used.

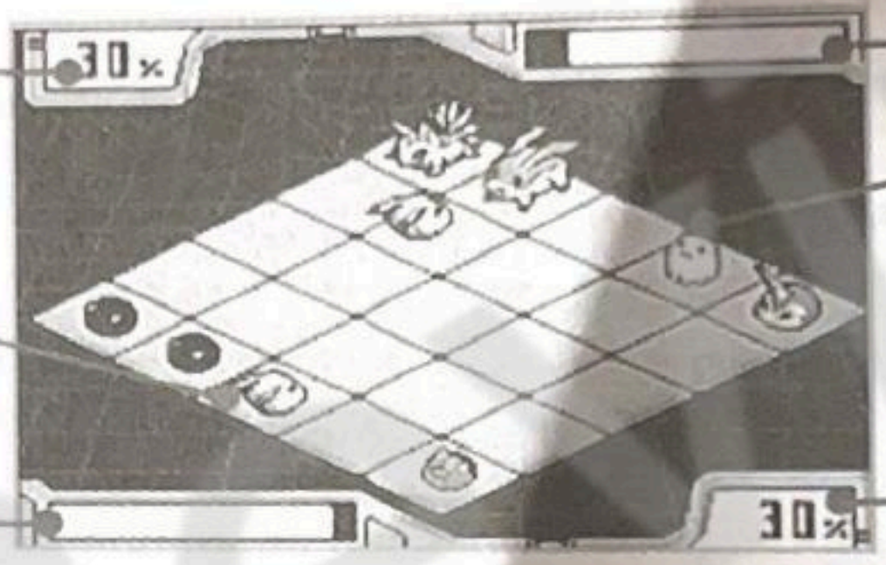


戰鬥會自動進行，那一組的HP最先用完便失敗。
The Battle will automatically proceed. The team that lost their HP first will lose.

對手隊伍的同步率
Synchronized rate of partner's team.

自己的Digimon
Your Digimon

自己隊伍的HP總數
Total HP of your team



對手隊伍的HP
HP of Partner's team

對手的Digimon
Partner's Digimon

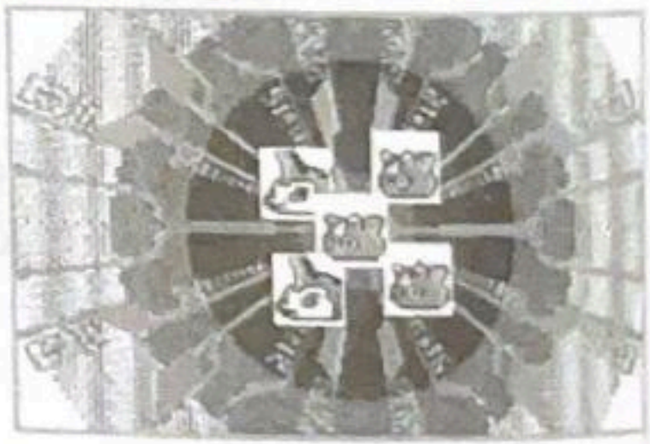
自己Digimon的同步率
Synchronized rate of your Digimon

【當同步率升至100%時合體技及可變化 技便可發生】
[Uniting trick, Variable Trick will happen when Synchronized Rate becomes100%]

戰鬥中同步率會上升，當達至100%時便可以強力的合體技攻擊對手。當同步率上升時，速度會隨著Digimon的組合和受傷程度而改變。
The Synchronized Rate will increase during battle and when it reaches 100% the partner will be attacked by a powerful Uniting Trick. When the Synchronized Rate increases, the speed will change according to the grouping or damaging status of Digimons.

可變化 技是…
Variable Trick Means .....

這種特殊的合體攻擊技只可由某一Digimon所組合而成的隊伍才可使用出來。
This is a very special Uniting attack, Variable Trick that would only happen by the team with the existence of a certain Digimon.



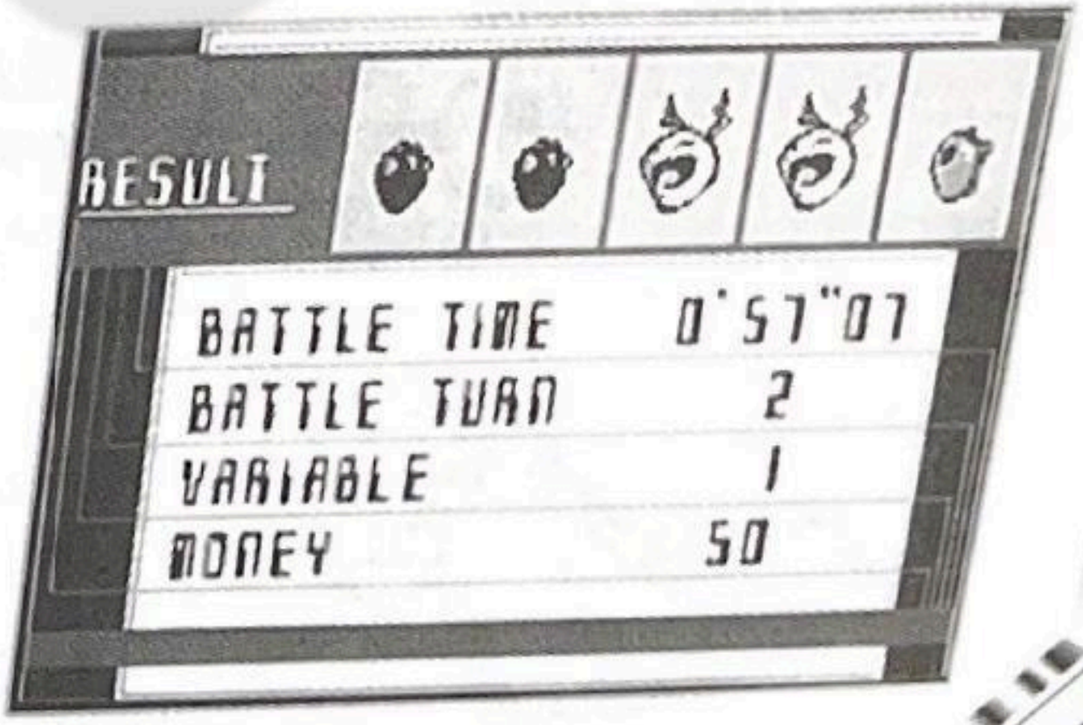
●戰鬥結果 Battle Result

戰鬥結束後戰鬥的結果會顯示。
The Battle Result will appear when the battle is finished.

戰鬥結束後會顯示Digimon 的狀態，戰鬥時間，戰鬥回數，合體技及可變化技的發生次數及所獲得的項目和金錢。
Digimon's status, Battle Time, Number of battle Turn, Time of Uniting Trick and Variable Tick being used, collected item and money will be displayed after battle.

戰勝後可獲得金錢或項目，但Digimon不論勝敗均會受傷。
Money or item could be collected after winning the battle. Digimons will get injured no matter it wins or loses.

當受傷時…
When it gets injured .....



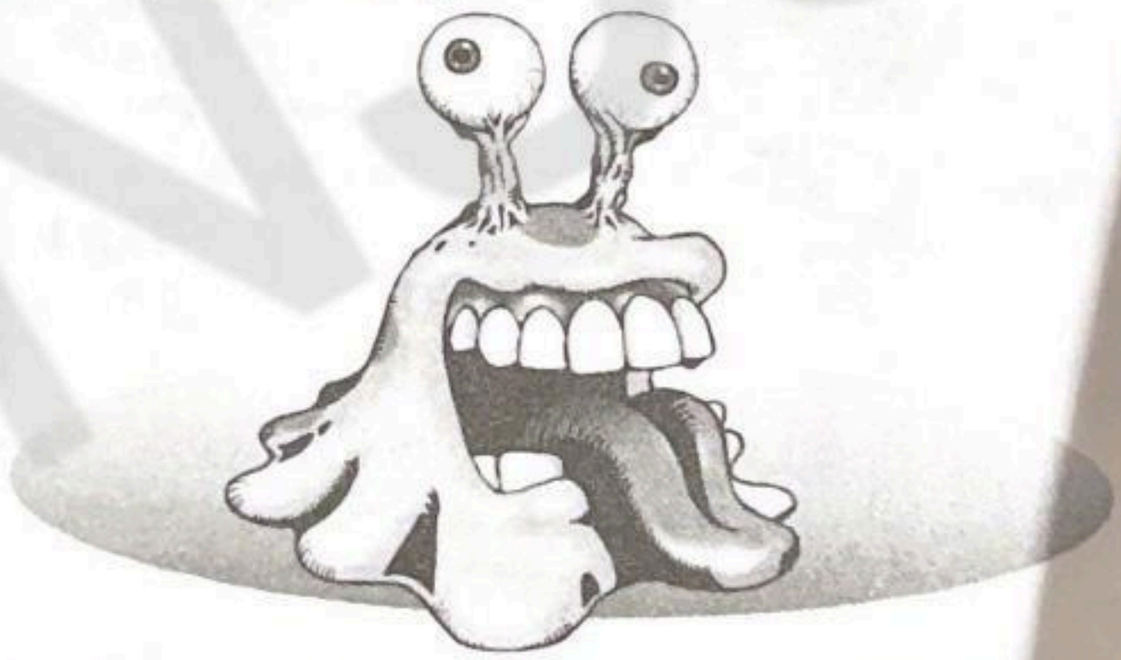
●有關通過各階段
About Stage Clear

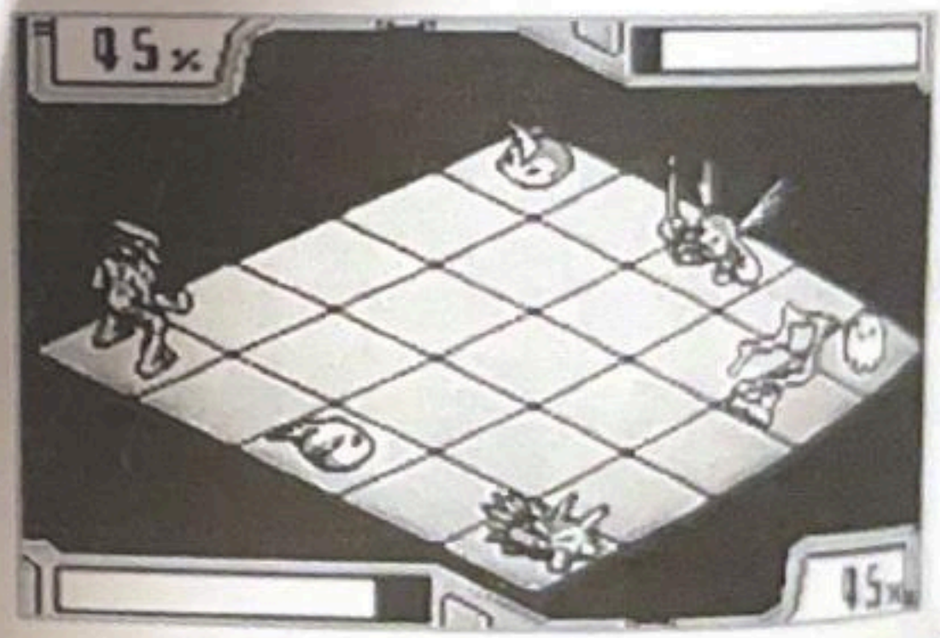
當這階段內所有的Digimon被打敗便可通過。你可獲得很多金錢，項目和勳章。這些勳章會顯示在主題畫面上，而勳章的數目相等於已通過的階段的數目。同時，在啟動畫面上的階段畫像上會有檢查符號顯示。有些階段是一直以來不能通過的訓練現在亦可能通個了。

Stage could be cleared if all Digimons in stage are defeated. You could collect a lot of money, items on clear medals. The Medals will be shown on the Title Screen and the number of medals shown equals to the number of stages cleared. Also a Check Mark will be shown on the Stage Icon of the Launcher screen. You can battle in the same stage after you clear stage. You can train in some stages that you cannot train before.

當通過了數據階段，疫苗階段和毒素階段，新的階段便會出現！一齊以通過所有階段為目標吧！

After clearing the Data Stage, Vaccine Stage, Virus Stage..... a new Stage will appear!! Let's try to clear stages!





關於通信對戰
About net Communication Battle

使用專用的通信接駁電線（另售）和通信變壓器（包括），可與WonderSwan 系列或攜帶版Digital Monster 作交換資料或通信對戰。
把指標指向在啟動畫面上的Net，再按下A鍵，通信模式選擇畫面便會出現。
This game enables communication battle or exchange data between WonderSwan series and between WonderSwan and Portable Version owners by using the special communication cable (sold separately) and the communication adapter for Portable Digital Monsters.
Match the cursor at NET on Launcher Screen and push a button, the communication mode selection screen will appear.

NETCATION : 可交換Digimon 或項目。
You can exchange Digimon and Items.

VS W. SWAN : 可與WonderSwan 系列通信對戰。
You can battle between WonderSwan Series.

VS W SWAN : 可與WonderSwan 系列對戰並以Digimon作賭注。
「BET」 You can battle with WonderSwans by betting their Digimons.

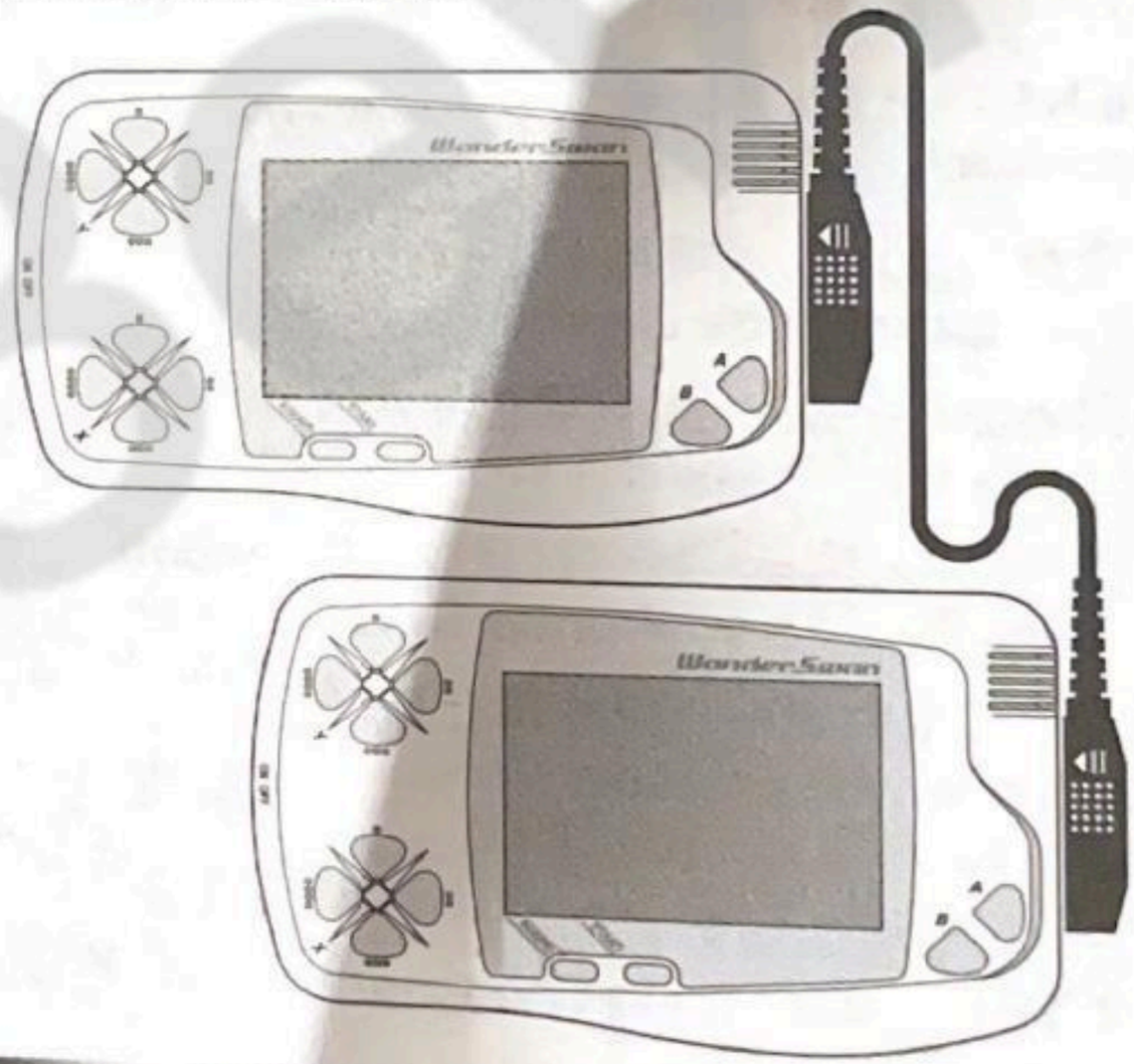
S PORTABLE : 可與攜帶版對戰但不能作隊伍戰鬥。
You battle with Portable Versions.
Team Battle is not possible.

EXIT : 走出Net 並返回啟動畫面。
Exit NET and return to Launcher Screen.

●通信對戰的接駁準備（WonderSwan 系列）
Preparation - Connection for Communication Battle between WonderSwan

把Digital Monster ver. WonderSwan 的盒帶正確裝置入兩部WonderSwan 的本體內。然後把專用通信接駁於電線接駁上兩主體的輸出連接器上。確認接駁後開啟電源，在啟動畫面選擇Net再按A鍵。

Correctly set in the cartridge of "Digital Monster ver. WonderSwan" into the 2 main bodies of WonderSwan. Then connect the Special Cable (sold separately) into the output connector of each of the main body. Check if they are correctly connected and switch the power On. Select "Net" with A button on the Launcher Screen.

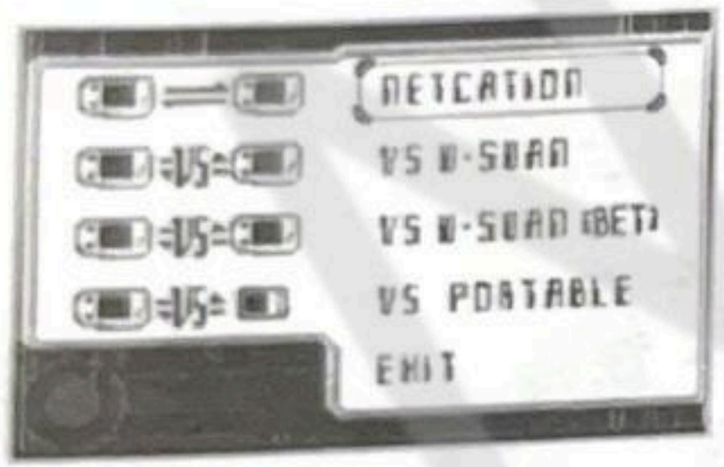


在通信模式畫面互相選擇同樣的通信模式，按A鍵確認後通信確認的Waiting 畫面會出現。在通信準備正常操作時，會於Netcation時出現交換選擇畫面，並於VS WonderSwan及VS WonderSwan (BET) 時出現單位登錄畫面。

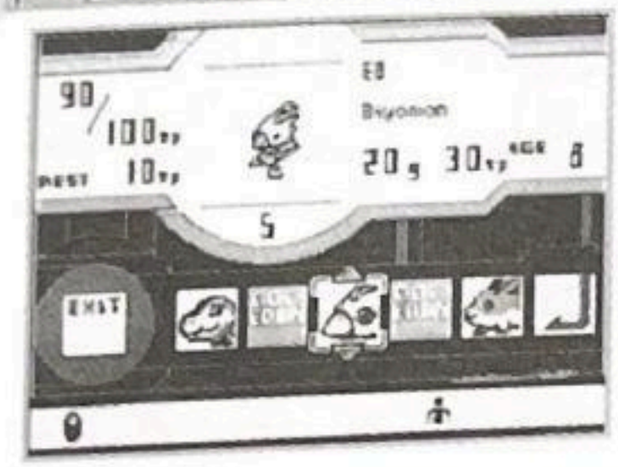
Select the same communication mode on each of the communication mode selection screen and pust A buttons to confirm. The Waiting Screen for confirming communication will appear. When the preparation for normal communication is ready, Exchange Screen will be shown for NETCATION and Unit registering screen will be shown for "VS W.SWAN" and "VS W. SWAN (BET)".

※當Waiting 畫面持續出現時，請再確認專用通信電線及盒帶是否接駁妥。取消後再從新選擇Net。

If the Waiting Screen persists to appear, reconfirm the connection for WonderSwan special communication cable or the cartridge connection. Cancel it once and reselect "Net" to try one more time.



交換選擇畫面
Exchange selection Screen

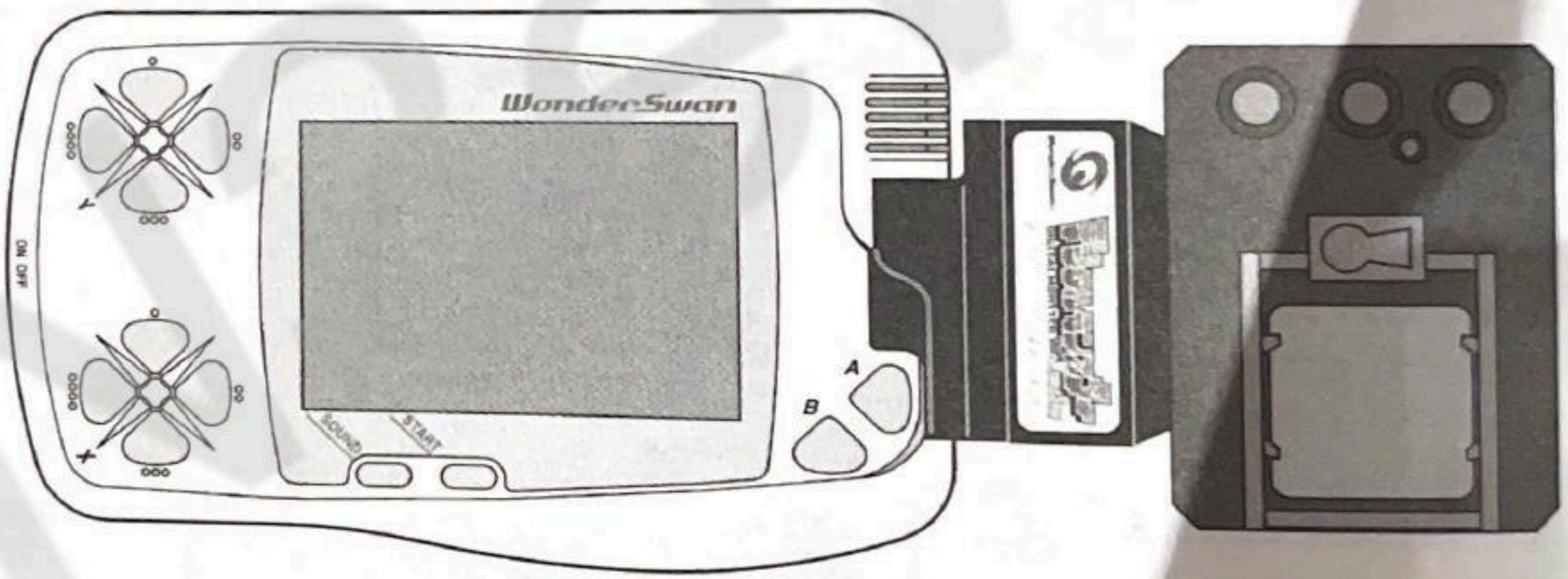


單位登錄畫面
Unit Register Screen

●通信對戰的接駁準備（WonderSwan與攜帶Digital Monster）
Preparation - Connection for Communication Battle (WonderSwan & Portable Digital Monster)

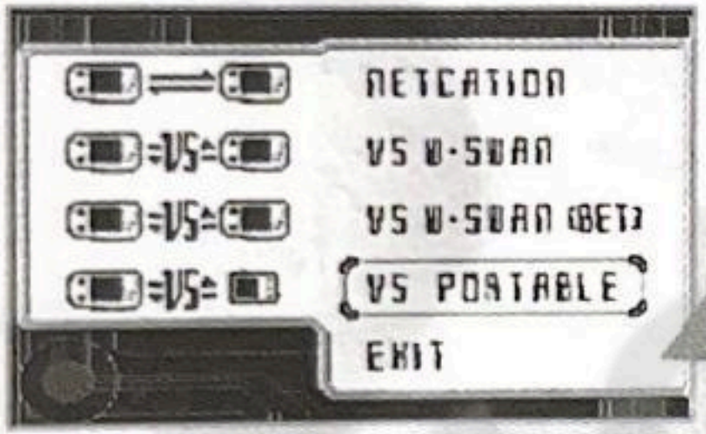
把專用通信接駁變壓器的側面終端接駁到WonderSwan本體的輸出連接器上。然後正確地把攜帶版的連接器接駁到側面的接頭上，並確認標簽的位置必須向上。

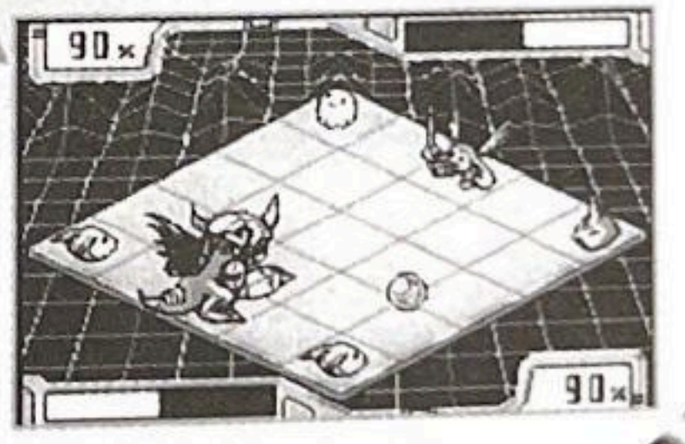
Connect the side terminal of the Special Communication Adapter (Attached) to the output connector of the main body of WonderSwan. Then connect the connector of the Portable Digital Monster to the side terminal with label on facing the top-side.



在WonderSwan方向，按A鍵選擇VS Portable 後單位登錄畫面便會顯示。
On the WonderSwan, select "VS Portable" from " Net " on Launcher Screen and push A Button to confirm. Unit Registering Screen will appear.

在Portable 方面，按A鍵選擇戰鬥畫像再按B鍵確認。
On the portable side, select Battle Icon with A Button and push B Button to confirm.

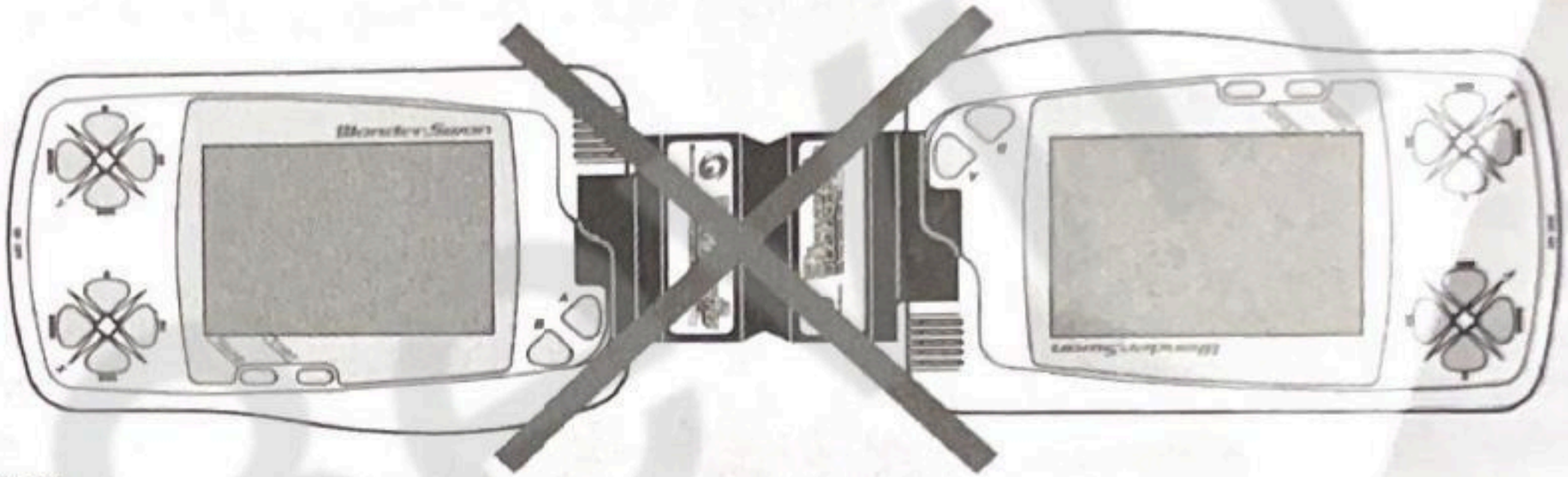




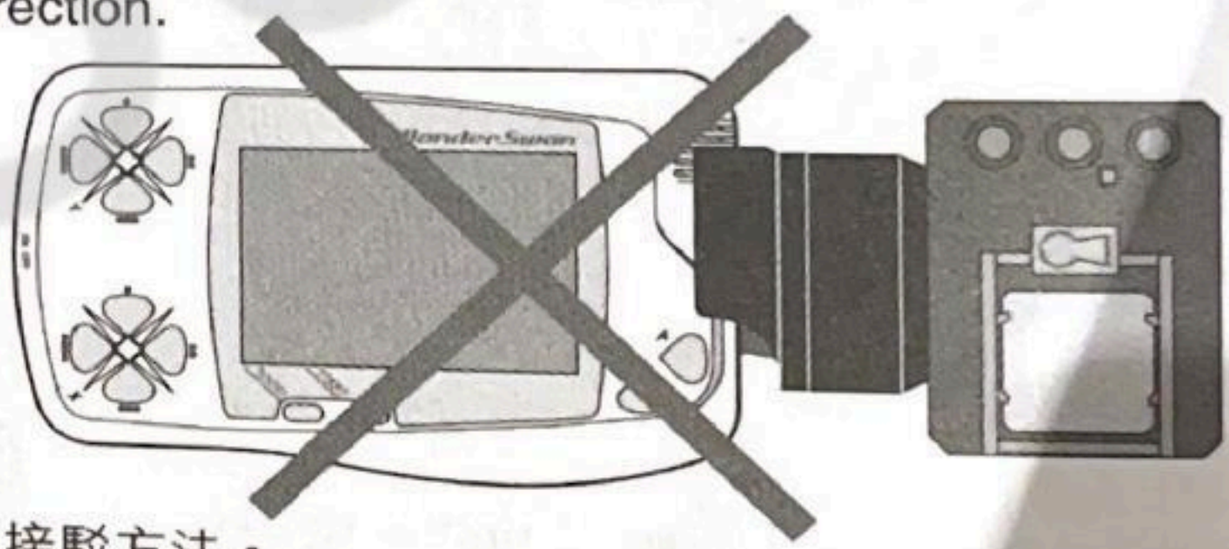
※當對戰不能開始時， 按B鍵退出通信模式然後從新確認所有部分是否接駁妥當。
If battle could not be started, push B button to Exit communication mode and reconfirm if they are connected properly.

● 錯誤的接駁方法
Wrong Connection Method

使用攜帶版Digital Monster 的專用通信變壓器把WonderSwan 同時接駁起來。
Connect two WonderSwan with the Special Communication Adapter for Portable Digital Monster.



接駁方向錯誤。
Connected in wrong direction.

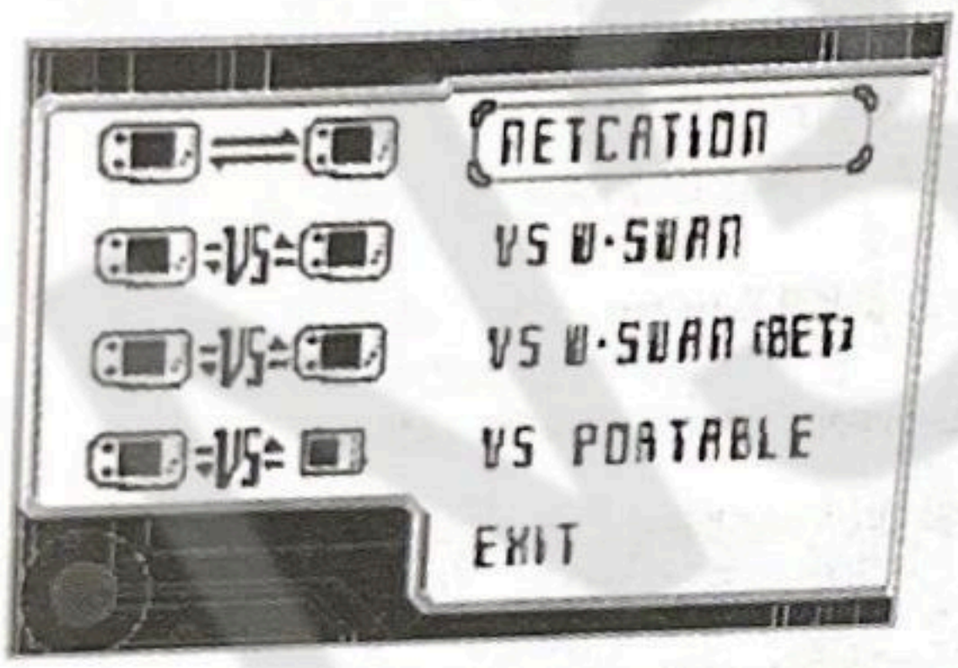


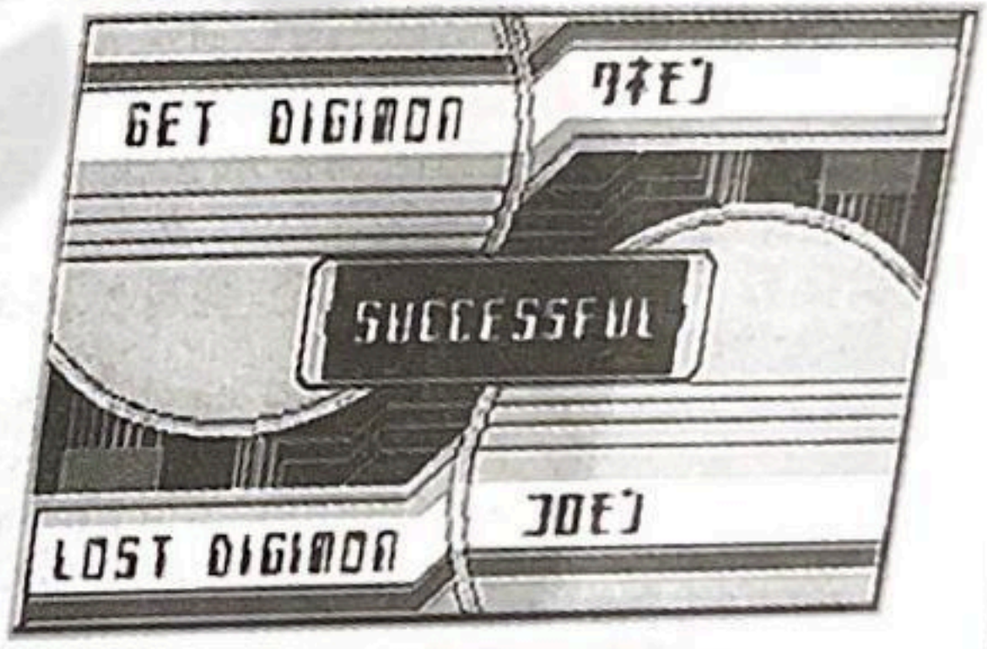
請參閱P.48有關正確的接駁方法。
Please refer to P.48 for correct connection method.

● NETCATION

WonderSwan 的Digital Monster Ver. WonderSwan 系列可交換Digimon 或項目。
You could exchange Digimon or items with the owners of WonderSwan "Digital Monster Ver. WonderSwan".

當接駁正常地完成後，交換選擇畫面會顯示，互相選擇了要交換的Digimon 或項目後，按A鍵確認，交換更會自動進行。
The Exchange Selection Screen will appear after the connection is normally finished. Both sides select Digimons or items to exchange and push A button to confirm. Exchange will then be automatically carried out.





※只可Digimon 與Digimon 或項目與項目交換，不可Digimon 與項目交換。不能與攜帶版進行Netcation.
You could only exchange digimon with digimon or item with item and could not exchange digimon with Item. Netcation could not be carried out with Portable Version.

● VS WonderSwan

WonderSwan 的Digital Monster ver. WonderSwan 系列的Digimon 可進行對戰。
當接駁正確地完成後，單位登錄畫面會顯示。相方選擇出戰的Digimon，按A鍵確後戰鬥便自動開始。

The Digimons of WonderSwan "Digital Monster ver. WonderSwan" could battle with each other.
The Unit Registering Screen will appear after the connection is correctly completed. Each side select the Digimon to join battle and push A Button to confirm and Battle will automatically proceed.

※對戰的程序與一人遊戲的程序相同。請參閱P.38-43有關單位登錄畫面及項目選擇。

The procedure for battle is same as the procedure for 1 Player. Please refer to P.38 - 43 for Unit Registering Screen and Item Selection.

● VS WonderSwan (BET)

WonderSwan 的Digital Monster ver. WonderSwan系列的Digimon 作賭注並進行對戰。敗方的Digimon 資料會轉送勝方的盒內。被轉送節Digimon 資料時是由敗方的Digimon 隊伍中隨便選擇出來的。但當獸籠滿了時便不可接收轉送來的資料了。
當接駁正確地完成後，單位登錄畫面會顯示。相方選擇出戰的Digimon，按A鍵確認後戰鬥便自動開始。

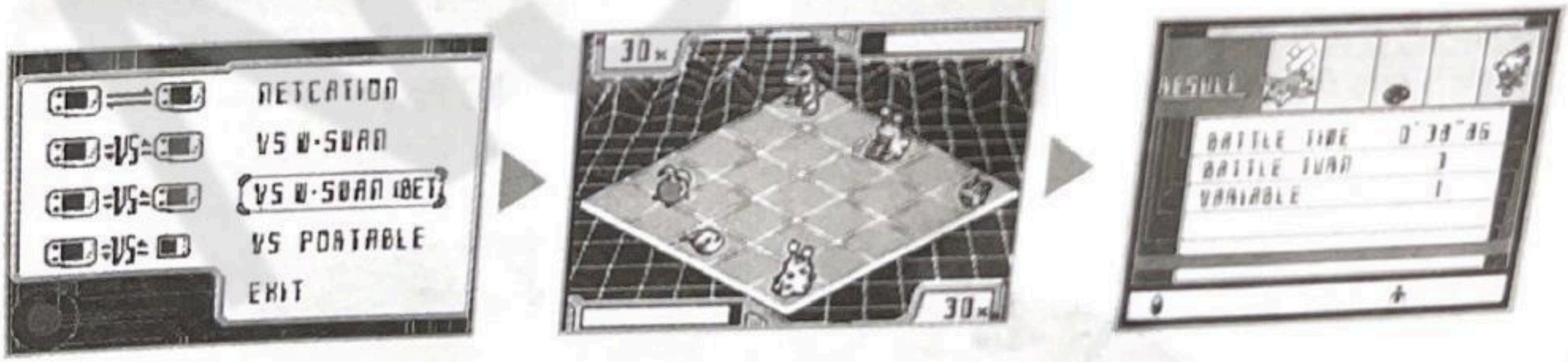
Digimons of WonderSwan "Digital Monster Ver. WonderSwan" could battle with each other for betting.
The data of losing Digimon will be transferred to cartridge of winning Digimon. The Digimon Data for transfer is selected randomly from losing Digimon team. You could not receive the Data if cage is full.
The Unit registering Screen will appear after the connection is correctly completed. Each side selects digimon to join battle and push A Button to confirm and battle will automatically proceed.

※對戰的程序與一人遊戲的程序相同。請參閱38-43有關單位登畫面及項目選擇。

The procedure for battle is same as the procedure for 1 Player. Please refer to P.38-43 for Unit Registering Screen and item Selection.

● VS Portable

WonderSwan 版的Digital Monster Ver. WonderSwan 可與Portable 版Digital Monster 進行對戰。
WonderSwan 版方面，在啟動畫面的Net內選擇VS Portable並按A鍵確認。
當雙方均顯示Fight時，先在WonderSwan 方面按A鍵然後在Portable 版方面按A或B鍵戰鬥便會開始。
雙方若在Fight顯示中的10秒內均不按下任何按鍵便會返回進入畫面。
WonderSwan Version "Digital Monster Ver. WonderSwan" could battle with Portable Version Digital Monster.
On the WonderSwan Version, Select "VS Portable" from "Net "of launcher Screen and push A Button to confirm.
When "Fight" appears on both sides, push A button of WonderSwan first then push A or B Button of the Portable Version and Battle will start.
If both sides do not push any button within 10 seconds during "Fight" screen, it will automatically return to the Entry Screen.



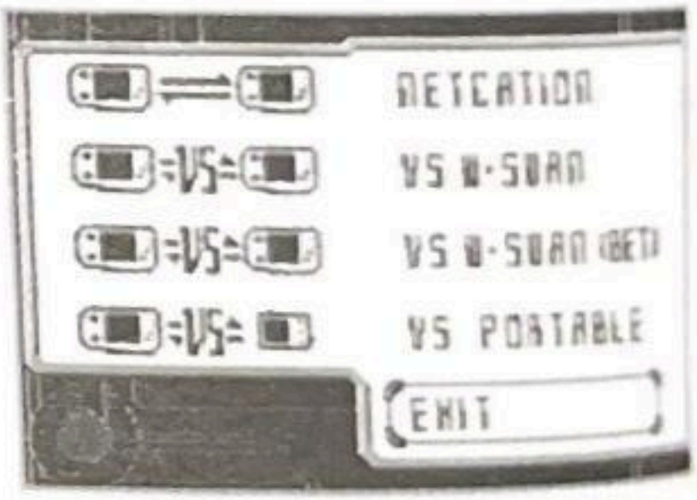
注意！ Attention!

必須在WonderSwan方面先作出決定
You must confirm on WonderSwan side first.

- 在VS Portable 模式下不能進行隊伍戰鬥，只能進行一對一的戰鬥。
- 在VS Portable 的情況下不能使用幼年期Digimon。
- 對戰的程序與一人遊戲節程序相同。請參閱P.38-43有關單位登錄畫面及項目選擇。
- 攜帶Digtal Monster 全版可和Pendulum 全版進行對戰。
- Team Battle could not be carried in VS Portable mode. You only can enjoy 1 to 1 player battle.
- Childhood Digimon could not be used for battle in VS Portable mode.
- The procedure for battle is same as the procedure for 1 Player. Please refer to P.38-42 for Unit registering Screen and item Selection.
- Battle can be carried out between the whole version of portable Digital Monster and the whole version of Pendulum.

● Exit

退出NET並返回啟動畫面。
Exit NET and return to Launcher Screen.



⚠ 注意！

- 持本產品者請細心閱讀本説明書。
- 勿讓未足齡的小孩玩此產品。
- 本產品含有電池，電池、蓋及鏍絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- 電池、電池蓋及鏍絲有被誤吞的可能，勿將本產品給予3歲以下幼兒。
- 更換電池(AA）時，請找成年人幫忙。注意勿誤吞下電池、電池蓋、鏍絲等細小零件。
- 誤吞電池 (AA) 異常危險。請小心存放電池幼兒拿不到的地方。
- 電池由本產品持有人更換。
- 切勿將新舊電芯混合使用。切勿將不同種類的電芯混合使用。
- 請確保雷池 + - 方向正確。
- 切勿將電池充電、分解、加熱或棄於火中。
- 誤吞電池(AA)異常危險。萬一誤吞電池，請即延醫診治。
- 請勿將商品胡亂揮動或拍擊。

ワンダースワン™

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⚠ Attention !

- Read the instruction sheet carefully.
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as batteries, battery cover and screws that may cause suffocation if swallowed by children.
- Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 3 years old.
- While replacing the batteries (AA) is extremely dangerous. Please keep batteries away from children.
- Swallowing battery (AA) is extremely dangerous. Please keep batteries away from children.
- Batteries are replaced by owners of this product.
- Do not mix old and new batteries. Do not mix different kinds of batteries.
- Please ensure + - at the correct position.
- Do not recharge, decompose, heat, or dispose of batteries in fire.
- Swallowing batteries is extremely dangerous. In case that batteries are swallowed, please go to see a doctor for a help.
- Avoid rough use such as knocking the product or swinging it around.